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Table of Contents

Introduction	2
Default Controls	3
General Tips	4
The Reactor #1 raid	5
Sector 7: At the hideout	8
The second raid: Reactor #5	9
Meeting Aeris the flower girl	11
Crossdressing at Wall Market	12
Sewers, Train Graveyard, and Pillar Assault	15
Back in the slums	18
Raiding Shinra HQ!	19
Flashback at alm Town	27
Chocobo Ranch, the Marshes, and the Mythril Mines	29
Harbor, Junon Harbor	32
To sunny places!	35
Mount Corel	37
The Gold Saucer, and the prison	38
Optional: Fun with the Buggy	40
Gongaga Village	42
Cosmo Canyon & Cave of the Gi	44
Nibelheim & Shinra Mansion	47
Mount Nibel	50
Rocket Town	52
Optional things with the Tiny Bronco	54
Wutai Sidequest	56
The Wutai Pagoda	59
The eystone and the Date	62
The Temple of the Ancients	63
Bone Village, The Sleeping Forest & City of the Ancients	67
Coral Valley Cave & Icicle Inn	69
The Great Glacier	71
Gaea's Cliffs	74
Whirlwind Maze	77
Escape from Junon	79
Flying High: Optional things with the Highwind	80
Mideel	82
The Huge Materia: Corel and Fort Condor	83
Cloud at Mideel More optional things	85
The Underwater Reactor	87
The Gelnika and more	89
A Space Odyssey 1997	92



http://www.supercheats.com/guides/final-fantasy-vii Check back for updates, videos and comments for this guide.

The ey to the Ancients Diamond Weapon	93
Stopping Midgar's Cannon!	95
The Northern Crater	100
Doing the last optional things	103
The Final Fights of this Fantasy	104
Characters and Storyline	108
Cloud Strife	109
Barret Wallace	111
Tifa Lockheart	112
Aeris Gainsborough	114
Red XIII (Nanaki)	115
Cait Sith	116
Cid Highwind	117
Yuffie isaragi	118
Vincent Valentine	119



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SuperCheats.com's Unoffical Guide to

Final Fantasy VII by Absolute Steve



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SuperCheats.com Unofficial Guide to Final Fantasy VII

When Absolute Steve offered to convert his 'ultimate guide' for this all-time classic game, it was too good an opportunity to pass up.

Enhanced with over 60 videos of gameplay taking you through some of the more tricky parts of the game, this guide also offers the chance to see how to complete things instead of just reading about it.

We hope to bring you more Final Fantasy guide from Absolute Steve in the future.



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Final Fantasy VII Guide

Default Controls

WARNING: CHANGING THE CONTROLS FROM THE DEFAULT IN CUSTOM CONTROLS WILL CAUSE PROBLEMS WITH FOR EXAMPLE: CHOCOBO BREEDING, CLIMBING SOME LADDERS, AND SEVERAL MINIGAMES!

Area Controls (In towns, etc):

D-pad = Moving around

X = (Hold D-pad) to run

Square = Nothing

O = 'Ok button', talking, grabbing treasure

Triangle = Open menu

L1 = (Hold D-pad) to move diagonally

R1 = (Hold D-pad) to move diagonally

L2/R2 = Nothing

Start = Nothing

Select = Displays ladders(green), exits(red), and a 'hand' cursor

L1 R1 L2 R2 Start Select = Soft Reset

Battle Controls:

D-pad = Moving in the menu

X = Cancel button

Square = (Hold to) hide menu(to see HP/MP stats)

O = Select command

Triangle = Switch to other available character(no turn loss)

L1 R1 = (Hold to) escape from battle

L1 = Scroll through menu quickly

R1 = Scroll through menu quickly

L2 = Toggles display of available 'Targets'

R2 = Nothing

Start = Pause

Select = Displays extra bar with additional help info(including enemy names)

Useful Menu Controls:

Triangle = Unequip Materia/Accessory

L1/R1 = Swap between characters in submenus

o In Materia Menu: Move cursor to Arrange and select Arrange for arranging Materia by sort/color, Exchange allows moving materia from/to any character

o In Status Menu: Press O multiple times for Elemental/Status Ailments info

o In PHS Menu: Press O on character twice to view additional info

o In Config Menu: Many options available, ATB at Wait is useful for starters, that will allow you to scroll through menus without being attacked. Memory will put the cursor where you left it the previous time in battle.



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Final Fantasy VII Guide

General Tips

- o Save often, and keep multiple files. You can never have enough save files!
- o Hold a stock Potions (or Hi-Potions/X-Potions later on) and Phoenix Downs
- o Explore and talk to everyone multiple times, you may get interesting info
- o DOUBLE growth equipment can often be a better choice than a stronger piece of equipment, as your materia will gain better spells at a much faster rate
- o Long range characters should be in the back row, as they'll take less damage this way. There's only a few weapons for them that are not long ranged
- o If you get a back attack, quickly tap L1 R1 and you'll be facing the enemies
- o Most enemies have their own unique weakness. Humans can often be poisoned and mechanical enemies are weak against lightning
- o Enemies can also have immunities. Don't use Earth spells on floating enemies for example, and don't use Fire if you suspect the creature is aligned
- o Focus on a single enemy until it dies. This is a better method than to damage all enemies only a little, since they'll all attack back at some point
- o Once you can get Hypers, it may be useful to give them to your characters which gives them the status 'Fury'. Under this status, your Limit Break will fill up TWICE as fast (the limit bar will be red). The only downside is that your characters will miss more often, but this is still a great way to learn new limit breaks!
- o Alternatively, you can put your characters in Sadness by giving them Tranquilizers. This will halve the speed of the limit bar (colors it blue), but the plus side is that your characters will receive ~30% less damage!
- o Stick with the general controls, or you may experience some glitches

When you see these notes, you DON'T NEED to do them to finish the game. They're just there for PLAYERS who want to get EVERYTHING FF7 has to offer. If you want to get a Perfect Save file, follow the instructions of these notes.

Like I said, THIS IS HIGHLY OPTIONAL. You can just ignore these notes if you don't care. You'll still be perfectly able to do everything else. The reason these notes are in the Walkthrough is because for people who do care, this is the best way to remind them of what to do.



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Final Fantasy VII Guide - Walkthrough

The Reactor #1 raid

This video shows you around the first Reactor, including the first few battles and the Guard Schorpion, the very first

After the intro movie, you can control our spikey main character. Search the body of the first guard twice to find two Potions. I assume you know the controls, which can also be found in the booklet. First-timers would do well to press the select button, which will place cursors all over the screen. It will tell you which way to go, and where you are. Exits are marked with red triangles. If you are a first-timer, I suggest you read section $\{0\}$ that covers the controls and some basic hints.

Run forward and you'll come across two guards that you'll have to fight. Using your regular attack will easily do them in. Head to the next screen, and talk to your teammates to the north. You'll get to rename Cloud, the main character (if you want to). You can never undo this, so choose wisely or stick with his default name. You'll also get to name Barret.

After the dialog, head north to follow your team members. From this moment onward you can get into random encounters. Head into the reactor and talk to Barret, who will become a party member.

Head into the Menu and select 'Order'. You'll want to select Barret twice, which will put him in the back row. Since Barret has a gun-arm, he'll be able to hit for the same damage, but only receive half the damage from physical attacks.

Talk to Biggs and Jessie, who'll eagerly open the doors for you. Head to the southern room to find a Phoenix Down. Talk to Jessie once more, go inside the elevator and press the button. After some dialog, exit the elevator, follow Jessie downstairs and go through the door. Walk to Jessie for a tutorial on how to climb ladders (which are marked with green triangles, if you used the SELECT button before). The blue potion lying around is.. well, a Potion. Climb down the second ladder, walk over some pipes, and find your way to the final ladder.

I suggest saving your game at the Save Point, which looks like a rotating quotation mark. Generally, Save Points appear before bosses or other moments when 'something' is going to happen. Head down to the next screen, grab the green marble now formally known as Restore Materia, and fiddle with the valve. It's time for your first boss fight.



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|Strategy: Have Cloud use Bolt all the time, while Barret keeps on using |regular physical attacks and healing Potions whenever their HP drops below |100. Use your Limit Breaks when you get them. When Guard Scorpion puts his |tail up, don't attack him. Instead wait until he drops his tail again, and |continue the fight. If you do attack him, his counter attack Tail Laser will |inflict around 75 damage normally. If Barret's in the back, it will be half |damage for him. This being the first boss, you shouldn't have any problems |beating it at all.

After the battle, you'll have 10 minutes to escape from the Reactor, cause it's going to blow! Go into the menu and equip Barret with the Assault Gun, which is better than his initial Gatling Gun. On a side note, the timer does NOT stop while in the menu. The only moment it'll stop is when you pause the game during a battle. Backtrack your way to the screen where you left Jessie.

You'll notice Jessie fooling around at the lower part of the screen. Walk over and help with her stuck foot. Simply return to the elevator after this, ride it up, talk to Jessie and Biggs to open the doors and make your way out of the Reactor #01!

Make your way up the stairs after the scenes. You'll come across the flower girl that we saw in the intro. You can give different responses, and they will affect a certain scene later in the game.

Don't let the electricity freak you out in the next screen. Do something more productive instead by picking up the Potion near the exit below, then leave.

Shinra Guards will attack you, but you'll be given a choice: Fight or Run. Be quick with deciding however, or the game will pick the option that you left the cursor on when the guards reach you.

After the dialog, follow Jessie and jump over the crates. In the next screen, talk to Jessie again and she'll show you some things on the monitor. Walk to Barret after this, and more dialog and a cutscene will follow. After exiting the train, walk to Barret again for more dialog. After that, you're finally given the first bit of freedom in the game. You can talk to the Train Man, or even more interesting, head to the right to fight monsters in the train graveyard. That's not necessary at all though, so head to the left like the rest did.

(Perfect Game Note 1:)

NOTE: Again I feel I must mention - for those who skip all introductory paragraphs - that these Perfect Game Notes do NOT have to be done in order to complete the game. This Guide can be followed perfectly to ensure that you don't miss anything, without having to do the instructions in these perfect game notes. They are only for perfectionists, and they are implemented in the walkthrough to ease them in this touph(hehe) challenge.

Please don't feel distracted by these if you're not interested in, and simply use the Guide regularly. [Yeah. Boring talk ends now.]

If you're doing a so-called "Perfect Game", then you'll want to max out everything possible. That includes rare items and/or items that cannot be obtained after certain events. Iron Bangles are one of these items, and you'll need to save up on money to buy 99 of these if you're planning on doing this challenge. It'll definitely take you some time, so good luck! If you get into battle with three Mono Drives, pray that they drop an Ether – you can sell these for 750 gil, which is a LOT at this point.

Head to the train graveyard to the right so you can save up money to buy 99 Iron Bangles. This can take a very long time, however there is a way to slightly speed it up. Mono Drives (the small floating robots) sometimes drop an Ether. You can sell this for a whopping of 750 gil! Just pray they drop it, because it's a rather rare drop. I wouldn't sell any other items. You must get 15840 gil to buy 99 Iron Bangles..however you'll get 1500 gil from Barret, and



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you can also find an Ether. You may also want to set the Battle Speed to the maximum in the menu. This will cut off a few more minutes per hour. Still, expect it to take a while.



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Final Fantasy VII Guide - Walkthrough

Sector 7: At the hideout

In the next screen, just head left like everyone else. Here are several houses, but it's pretty clear which one the hideout is. Talk to Barret and he'll let you pass. We'll get to the other houses later. In the hideout, you get to meet (and name) Tifa. After the dialog, attempt to go outside and Barret will storm inside. After the dialog, talk to Tifa, and then head down. After the dialog and getting up again, another scene will take place. You'll receive your payment from Barret, 1500 Gil!

You'll wake up downstairs so head up and talk to Tifa and Barret. You can choose to take a Materia Tutorial (by explaining it to Barret). If you're not familiar with it, I suggest you do it. After this, exit the building. Head to the building on the lower right. There's a Weapon Shop here that sells Iron Bangles. Buy 3 of them, and equip them on all three your party members. Don't bother with the Assault Gun (which you have), or the Grenade (weak damage item). If you rest somehow, talk to the kid and give him 10 gold.

You can use his room upstairs. Go up, and into the room known as 'The Beginner's Hall'. This place can really teach you alot about the controls of the game. Talk to the dog for general info, and to the man to get a list of things you can choose from. Pick the blue All Materia on the right, along with the Ether in the chest that drops down. You can also talk to the guys on the crates about anything battle related. There's alot to learn here!

When you're done, head outside. If you want to rest in the boy's room (this costs 10 gil) head up the ladder. Otherwise, head to the building on the lower right. There, I suggest you buy one Fire Materia. You've got the rest already, and you don't need copies right now. One more Phoenix Down never hurts, and it also doesn't hurt to buy an Antidote or two. If you've got any Ether's, I suggest you sell them. They're worth 750 gil, which is a lot of money at this stage of the game.

As for Materia, I suggest you pair the Lightning Materia with All Materia on Cloud, and give Tifa and Barret the Restore, Fire and Ice Materia's. After this you can talk to the people outside, but all you need to do story wise is hop onto the train..



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Final Fantasy VII Guide - Walkthrough

The second raid: Reactor #5

Are you ready for the second AVALANCHE mission? This video shows how to get through the train while getting all the goodies!

Once inside the train, talk to Tifa after the dialog. The alarm goes off.. and you'll only have 15 seconds to get to the next part. The man in the right back will give you a Phoenix Down when you talk to him during the alarm. Be fast though. In the second car, you'll get another 15 seconds. The man on the lower left will give you a Hi-potion if you talk to him and tell him 'Yeah'. Again, be quick! In the third wagon, a pickpocket guy will sometimes steal something from you..like a small sum of money, or an item like a Potion or Phoenix Down. If he does, you'll hear a tingling sound. If you want it back, you have to run back to him and talk to him and answer 'That's Right!'. That's the bottom answer, so don't just button tap through it! Be quick during this whole thing. In the last few wagons, there are no items. Get to the end as quick as possible, and then jump out.

You are now in a Winding Tunnel. The right way is to go up, but if you want you can go down 5 screens and find a heavily guarded door where you can battle Special Combatants who will keep coming. It's not really worth it though. If you really want to train, you'd best do it in the tunnel. The Grashstrike enemy (The green bug-like creatures that use Silk often) sometimes drop an interesting item called Spider Web. This item casts Slow on all enemies, and it's interesting because Slow works on many bosses. If you can (and want to), try and get a few, because you won't be able to for a really long time. The chance it's dropped is about 4.7% for one creature. Since they tend to come in large groups, the chance per battle is higher.

When you come to the green laser beams, check the ventilation shaft to the left and crawl in. You won't be able to get back in the tunnels though. Grab the Ether and head down. Here, climb down another ladder. In the next area, that looks huge, just head to the long ladder that's nearby on the left, and climb up. Crawl through the shaft, and talk to Jessie. A Potion is slightly concealed on the left. Head to the lower left, and climb down. In the next area, talk to Biggs, grab the Tent item, and Save if you wish. Climb the small ladder to get to the reactor. Here, things should look familiar. Walk a little bit to the lower right and Cloud will slide down. Walk to the door on the left, and in the next screen go down the ladders again. Walk across the pipes, and to the end of the hall, just like last time. Save if you want to. When you approach, a scene will happen. Set the bomb, and backtrack all the way until you're at the elevator. Ride it up by pushing the button.

This video shows how to simultaneously press buttons and how to kick robot ass!

The chest in the next area holds an Ether (hmm, money). The device on the upper left opens the door, but all three the buttons must be pressed at the same time. Timing is everything.. if you get this on the first try I will give you a... a..chocolate cookie! Head further, now would be a good time to use the save point. If you want to, you can take your time to build up limit breaks for the next boss battle. Exit the area to the top, and walk all the way until you get a scene .. and a boss fight.



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Attacks: Big Bomber [1 Enemy, Phys Atk, 109.375 Base Damage]; Energy Ball [1 Enemy, Phys Atk, 65.625 Base Damage]; Rear Gun [1 Enemy, Phys Atk, 43.75

Base Damage]; Bodyblow [1 Enemy, Phys Atk, 87.5 Base Damage]

Strategy: This is the only boss battle where you have a side attack. This gives you a big advantage over Air Buster, who takes 5 times the regular damage when attacked in the back. Time your Limit Breaks well and they can do enormous amounts of damage. You can skip a character's turn with the Triangle button. Use Bolt alot, and try to keep up everyone's HP to at least 150 .. The most devastating attack that Air Buster has is Big Bomber, which can easily inflict 100 points of damage. Fortunately, he'll run out of ammo for that, making this battle even easier than it was.

A scene will take place. Afterwards, you'll wake up...



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Final Fantasy VII Guide - Walkthrough

Meeting Aeris the flower girl

Talk to her again and you get to name her (Aeris). After more dialog, you'll be able to control Cloud again, so keep on talking to her, and some people from Shinra show up. You'll get to another screen eventually. Note that Aeris is in the back row. This will halve all her physical attacks. You can put her in the front row for now, and give her the newly acquired Titan Bangle to compensate the loss of defense. Also give her the Restore Materia and whatever remains. You could also choose to keep her in the back and just use magic to attack. Head to the right, jump over to the stairs and walk up. A scene will happen and Aeris falls off. You can tell her to fight, to run, or to hold on. The latter will allow you to push one of the barrels upstairs to kill off the Shinra soldier(s). All you need to do is push the right order. This is the right order: The leftmost one first, the upper one second, and the rightmost one last. Just don't wait too long with pushing a barrel, or Aeris has to fight. After Aeris is upstairs, walk out and some dialog follows. Now just run all the way to the left for more dialog. When you gain control again, you're in the slums.

There is a save point here, should you need it. There are creatures here called Vice, which can steal your equipment. Kill them off the first, so they won't get a chance to. Head to the left. Here, you must go up, since the path is blocked to the left. Now you're in an area with some houses and shops. Check out the nearby tube for a scene and a famous mistranslation. The big house in the middle with two doors is where two shops are. The door on the left leads to the Materia Shop, but it doesn't sell anything new. The door to the right leads to the Item Shop, which also doesn't sell anything new. Should you need any Potions, Phoenix Downs, Antidotes or Tents, you can buy them there.

There are a few secrets in the slums that you have to know about to find them – or just explore really good. This video walks you through the little secrets of the Sector 5 Slums.

Then there's the door on the far right. Enter, and head upstairs. Read the paper on the wall, which is 'Turtles Paradise Flyer No. 1'. It's part of a quest much later on. Talk to the sleeping kid and then check out the locker. Open the hidden drawer, but do NOT get the 5 gil. Later on, you'll get something better in return, in case you were wondering. Exit, and enter the broken bus to the north. This is the weapon shop. Just buy 3 Titan Bangles if you have the money. Now exit and head to the area to the right. Here, check out the garden first to find an Ether and the Cover Materia. Save if you wish, then enter the house, which is Aeris'.

After meeting Elmyra, head upstairs to rest. After you've slept, grab the Potion and Phoenix down near the bed. Now WALK near the ledge of the stairs, down. If you run, Aeris will discover you're awake, and she won't let you walk away. Once downstairs, exit the area, and backtrack to spot that was blocked..where you'll meet up with Aeris anyhow.

In this screen, just walk up and over several junk, under the small tunnel, and up the small plank, until you've reached the next area. After the dialog head after Aeris, and then head up to get to ..Wall Market. This is a big place, with a lot to do.



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Final Fantasy VII Guide - Walkthrough

Crossdressing at Wall Market

Wall Market's a big place and you can easily get lost. This video shows you the basics of how to get around sneaking into the Don's Mansion. For the additional goodies, refer to the walkthrough itself.

Alright. You're here to find Tifa. This place is pretty big though. Anyway, this first place on your left is the Inn. Head to the right, into a new screen. You're now in front of the Honey Bee Inn, a bordel. Talk to the guys blocking the entrance, and ask about Tifa. Sounds like someone called Don Corneo knows where Tifa is. Head back to the previous screen. Head up a bit. The building with the Cat next to it is the actual Item Shop. It sells several new items, although it's not really necessary to get them. An Echo Screen and Eye drop or two will probably do. And remember, you can always sell your Ethers for money. Exit. A bit more up is a save point, and a restaurant on the left side of it. To the north of the save point is the Materia Shop, and the last 'shop' is actually a dress shop. Exit the whole area on the north.

Walk past the first building, which is the gym. The building on the right is the Weapon Shop, which sells some things you haven't seen yet. A Mythril Rod, a Metal Knuckle and some (4) Mythril Armlets would be a good buy. Don't forget to equip what you can. The building on the left is the bar. Head to the most northern building and talk to the guy. After the dialog .. it's made clear that the only way to rescue Tifa is to dress up .. like a girl!

Therefore, exit this area and head to the previous, and into the dress shop on the left. Talk to the person behind the counter. You must find the father, who can be found at the bar, which is located in the northern area. Talk to the guy on the right, near the entrance. Now you must make a choice. Depending on what you choose, you will receive a different dress.

Clean = Cotton Dress (Don will always choose Tifa) Soft Shiny = Satin Dress (Don will always choose Tifa) Soft Shimmers = Silk Dress (Best Dress)

In the date sequence that will soon come, you can have either Tifa, Aeris, or Cloud being picked. Tifa is pretty much the initial choice, and thus the easiest, but by getting several things for Cloud to dress up, you can affect who gets chosen.

It's now time to get a Wig. Save your game, and then head back to the dress store. Talk to the man, and a scene will occur. Head over to the Gym. Talk to one of the persons here and you'll be challenged to do squats. It's controls are explained in the game. Don't tap it too fast, but also not too slow. Tap the next button when Cloud is done with moving, otherwise he'll scratch his head wasting precious time. Your opponent usually has around 17 squats, so try and beat that.

Winning will get you: Blonde Wig. (Best Wig)

A Tie will get you: Dyed Wig. Losing will get you: Wig.



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Now you can basically go to the dress shop and change clothes. However, if you want Cloud (or Aeris) to be picked, there's a bunch more Key Items to be gotten. If not, skip ahead to Don Corneo's Mansion.

(Perfect Game Note 2:)

Of course you can never get all the Key Items. Therefore, go for the best ones when you can, which are Silk Dress, Blonde Wig, Sexy Cologne, Diamond Tiara. Get the Member's Card, and get either Lingerie or Bikini Briefs. Also have Cloud put up some make-up, just to make it perfect, even though it's not an item. The Phoenix Down in the lackeys room can still be gotten, just at a later time.

After getting the Wig, it's time to get a Cologne of some sorts. Head to the bar and talk to the woman in the toilet. Looks like she could use some medicine. Head over to the restaurant (left of the Save Point) and order a menu. Either Korean B.B.Q. Plate, Sushi Plate, or Today's Special. They all cost 70 gil. Be sure to answer with "It was alright", or you won't get the Key Item 'Pharmacy Coupon' that you'll want.

Head over to the Item Shop. You can select Disinfectant, Deodorant, or Digestive here for the Coupon. Choose Digestive and give it to the woman on the toilet in the bar. Depending on what you gave her, she'll give you this in return:

Digestive = Sexy Cologne (Best Cologne) Deodorant = Flower Cologne Disinfectant = Cologne

Now it's time to get another extra, a Tiara. Head over to the Materia Shop, which is north from the Save Point. Help him out, and head to the Inn, near the south entrance. Stay at the Inn (costs 10 Gil), and buy something for either 200, 100 or 50 gil. The one for 200 is, of course, the best. Head back to the Materia Shop owner and show him what you got.

200 gil = Diamond Tiara (Best Tiara) 100 gil = Ruby Tiara 50 gil = Glass Tiara

Now you're really almost done. Promise. Head all the way south and talk to the guy on the lower right. He'll give
you his 'Member's Card' for the Honeybee Inn, just like that! Now head right, and ..into the Honeybee Inn.

Talk to the girl, and choose a room.. The Lover's Room (upper right) and the Queen's Room (lower right) are both
occupied, but you can take a peek or listen to see a scene. Move your view through the Keyhole slightly.. what the
... Okay, let's move on. The &\$#% Room (Upper Left) will give you Lingerie, and the Group Room (Lower Left) will
give you Bikini Briefs. After either room/scene, head to the upper room, and have the left girl put some make-up on
Cloud. Now everything should be perfect..right?

Head out, make your way to the dress shop, and change by walking to the change room. Now you can finally enter Don Corneo's Mansion to the north. Once inside, head upstairs and head to the left, down into the basement. You'll find Tifa (and an Ether) here. After the dialog and getting the Ether just head upstairs again, and through the middle door.

Without making a ridiculous long list, the below list summarizes who's chosen:

Cotton Dress Anything = Tifa
Satin Dress Anything = Tifa
Silk Dress Wig Anything = Tifa
Silk Dress Dyed Wig Anything = Tifa
Silk Dress Blonde Wig Anything = Aeris
(with the exceptions below)
Silk Dress Blonde Wig Sexy Cologne Ruby Tiara Bikini Briefs = Cloud

Silk Dress Blonde Wig Sexy Cologne Diamond Tiara Anything = Cloud

Now, depending on who's chosen, you're either with Cloud in the room with Corneo's lackeys, or Cloud is in the Don's bedroom. If you're with the lackeys, just talk to all of them and get the Phoenix Down. Cloud will reveal he's a guy .. and battle the lackeys. After this, head through the middle door and into the Don's bedroom.

In the Don's bedroom, some dialog will happen, but be sure to get the well hidden Hyper behind the bed. If Cloud



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got chosen, you'll be able to get the Phoenix Down from the other room, some other time. After the dialog, when you attempt to leave, you're given three options to choose from, but all three will lead you to the same fate..falling down in the sewers.



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Final Fantasy VII Guide - Walkthrough

Sewers, Train Graveyard, and Pillar Assault

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	Treasure: Potion, Phoenix Down(Boss Reward), Steal Materia, Hi-Potion,	
	Hi-Potion, Echo Screen, Potion, Potion, Potion, Ether,	
	Hi-Potion, Ether(Boss Reward).	
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After a scene from the Shinra Building, pick up a Potion before talking to Aeris and Tifa. Also, head into your menu and equip Tifa with the Metal Knuckle and Mythril Armlet if you bought it. Also, give Aeris the Fire Materia, as she probably has the highest Magic stat. Now talk to Tifa and Aeris, and Don Corneo's pet, Aps, will show up for a boss fight..

Aps – the Don's pet – immediately assaults you after talking to your chicks. Mainly focus on using magic, and use Aeris' Limit Break Healing Wind to heal the party when necessary.

Name: Aps (Level: 18) |Weakness: Fire HP: 1800 |Nullifies: Gravity |----Exp: 240 AP: 22 |Status Effect Weaknesses: Gil: 250 |Sleep, Poison, Slow, Stop, Drops: Phoenix Down(100%) |Paralyzed, Darkness Attacks: Sewer Tsunami 1 [All Targets, Phys Atk, 77.5 Base Damage, Note: comes from front, Aps will take between 180-192 damage himself]; Sewer Tsunami 2 [All Targets, Phys Atk, 77.5 Base Damage, Note: comes from back, Aps will take between 45-48 damage himself]; Lick [1 Enemy, Phys Atk, 15.5 Base Damage]; Tail Attack; [1 Enemy, Phys Atk, 77.5 Base Damage] ______ Strategy: Aps may seem like a tough boss, but he's not all that tough due to his many weaknesses. Always use Fire on him, and unless you have to heal, also Ice and Bolt, which will probably do more damage than your physical attacks, if only a little more. If you have Aeris' Seal Evil Limit Break, you can use it to paralyze Aps, but it doesn't give you more than just a few extra turns. Cloud's Limit Break Cross-Slash, can also paralyze Aps, should you have it. Aps can inflict a bunch of damage with his Sewer Tsunami attack, but also to himself. If the attack comes from his back, he is hurt for around 185 damage, and if it comes from the front he is hurt for around 45 damage. The party can suffer alot of damage if it comes from the back for them. Having Aeris use her Healing Wind Limit Break can quickly heal your party back up, but so does using Cure and a few Potions. You could even poison Aps if you really wanted to, but you might want to save your 'Deadly Waste' item for a future boss, just in case.

After beating Aps, head up the small ladder, down the other, up the small steps, and grab the yellow Steal Materia. Equip it immediately, and preferably on the character with the highest level to improve your stealing rates slightly.



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Jump down the hole and head over to the other side. Climb the ladder up to the Train Graveyard.

(Perfect Game Note 3:)

Depending on what type of perfect game you're doing, you might be here for a while, stealing 99 Ghost Hand's from Ghosts. That is, if you're not planning on using the W-Item trick later on, because if you do, you can just get 1 and make sure you never use it, then copy it later on. Also, on a side note, it is still possible to get Ghost Hand's in the Battle Square of the Gold Saucer. Only on Disc 1, and a part of Disc 2. After you get the Highwind, it can never be gotten again, since by then all enemies that can possibly have it (Ghosts, Sneaky Step, Gi Spector) will be gone from the Battle Square. Get some now!

The Train Graveyard holds many items, and not only while exploring. The battles you fight here can turn out to be quite rewarding. You can steal Ethers from Deenglows (the flying pink-winged creatures), and as you know, they sell for alot of money (750 a piece). You might want to stock up on them, and never kill a Deenglow before stealing the Ether. Then there's the Ghosts, from which you can steal a Ghost Hand. It's an item that drains MP out of your opponent and gives it to you. Not that great, but it's a pretty rare item. Why not steal one and keep it safe? The last item is the Graviball, which can be won from Deenglows. It casts Demi 2, which halves an enemy's HP, if it works. Note: You can only win an item from creatures if you didn't successfully steal from them. In this case, if you steal Ethers, you won't win a Graviball. Then there's the Striking Staff, but more about that soon.

Here's a save point, should you want to save. Head into the first train, and walk out of it and check out the barrel to find an Hi-Potion. Walk back, and this time climb up the train by the ladder of some sorts. Pick up the Hi-Potion and walk to the end. Walk off the train by the left, and check the barrel to receive an Echo Screen. Now walk a bit to the right and down between the trains. Go inside and grab the Potion, after which you can exit the train again on the lower right side. Climb the ladder almost in front of you, and go down the other one up ahead. Walk through the last train, and get the Potion before exiting the screen.

The Train Graveyard is home of strange creatures, among which the creature Eligor. It only appears in the northern section of the Train Graveyard (with about 23% chance of appearing). Be sure to equip someone with the Steal Materia you found in the sewers, because you can steal the Striking Staff from Eligor, a VERY good weapon for Aeris at this point of the game. Also steal unique Ghost Hands from Ghosts, and Ethers from Deenglows.]

In this next screen, it should be noted that you keep an eye out for a creature called 'Eligor'. It appears alone, and it looks like half cyborg, half horse.

It's stronger than the regular enemies, and you can steal the Striking Staff from it, a GREAT weapon for Aeris. It's got at least 16 more attack than the weapon she's got now, so I suggest you get it. Usually, this will take many steal attempts (like 30). It's worth it, though. The chance you encounter Eligor when you get into a battle (Northern part of the Train Graveyard only), is roughly 23.4%.

On this screen, first grab the Potion that's visible on the lower left of the screen. After this, head more to the left and check out the barrel for an Ether. Now head over to the right of the screen, and hop into the brown-ish train to move the other train on the left. Finish the job by also hopping in the upper brown-ish train. Now climb the ladder and grab the Hi-Potion there. Walk over the train you moved, and exit the place by the left. Walk all the way to the left to find that a battle is going on at the Pillar.

After the dialogue, use the save point if you want, then climb the stairs. It's a fairly long climb, but you'll manage. At the top, talk to Barret, and access the menu for some last 'modifications' before the next boss battle. Have Barret in the back row as always, and don't forget to give him some Materia, like Fire. Give restore to Tifa, who probably has the least strength stat. Also equip Barret with a better armor, like Mythril Armlet. Now you're ready to rock!

Reno's no pushover and his pyramid attack entraps one of your characters. Perform a physical attack against the
pyramid to release that character and take back control of him/her. Reno himself is best pummelled by fire spells and
Limit Breaks until he bails.

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|Name: Reno (Level: 17) |Halves: Lightning HP: 1000 |Nullifies: Gravity Exp: 290 _____ AP: 22 Status Effect Weaknesses: |Gil: 500 |Sleep, Poison, Stop, Slow, Drops: Ether(100%) Darkness '-----| Steal: ---Attacks: Short Staff [1 Enemy, Phys Atk, 61.25 Base Damage]; Pyramid [1 Enemy, Causes 100% Imprisoned]; Electro-mag Rod [1 Enemy, Phys Atk, 73.5 Base Damage, Can inflict Paralyzed]; Strategy: Reno has an attack called Pyramid. This special attack will keep the character it's used against imprisoned in a pyramid, and he/she will not be

character it's used against imprisoned in a pyramid, and he/she will not be able to fight for as long as they're in that status. The only way to cure this is to attack that character with a physical attack. The pyramid will then vanish. His Electro-mag Rod attack can sometimes paralyze a character, but this status doesn't last very long. Pound away with Fire and Ice spells, but avoid Bolt spells. Use Limit Breaks when you can, and you won't be having any problems with Reno.

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After the battle, a bunch of scenes will occur. Eventually, you'll be back in Sector 6.



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Final Fantasy VII Guide - Walkthrough

Back in the slums

Run down a bit so Barret and Tifa will come and join up. Then head back to the playground, and pick up the yellow Sense Materia. With this you can check out enemy stats, though it's not very in-depth. Go back south, and walk out of the whole area. When you meet the 'Vice' enemy again, you can attempt to steal something from THEM instead. You can steal a Speed Drink from them, which casts Haste. Just be sure they don't steal your items and take a run for it. Still, this is a good item nonetheless as it'll be a very long time before you can cast the spell Haste yourself through Materia. Head north and visit the right house that used to have a sleeping kid in it. He's now awake, and if you didn't steal his 5-gil before, he'll now give you a Turbo Ether. Now head over to Aeris' House on the right and watch the scene. Head upstairs afterwards and go to Barret. You can also rest in the bed to the left. Go outside..looks like you're headed to Wall Market, so go there. You should know where it is.

At the Wall Market, you can check out the Materia Shop that is open now, though he doesn't sell anything new. No, you better head over to the Weapon Shop and talk to the guy on the left. He sells Batteries, three of them, and you must buy these in order to proceed with the game. It'll cost you 300 gil. Head to the Don's Mansion and you'll see some kids running to the right. Before you head there, go inside the Mansion and through the door on the right. If Cloud was chosen, you hadn't gotten the Phoenix Down yet, so get it now. Also check out the basement, where Kotch, one of the Don's Henchmen is tied up. Free him and he'll give you a bit of info on what happened. You can also get the Hyper from behind the bed, should you have missed it the first time around. Exit the Mansion and head to the right.

You must climb that wire to save Aeris..so climb up. In the next screen, climb as far as you can, then walk to the left and in a circle until you reach the spot where you can put a battery in. The propeller will make a way for you. Jump on it, then continue until you need another Battery for making you another path.

You need to insert the batteries to make it work .. if you know what I mean.

(Perfect Game Note 4:)

This is a dilemma of some sorts. You can choose to keep the Battery, but that also means you're missing up a treasure, and you will not actually get a 100% treasure file. Then again, if you're going for the Ether, you lose the Battery, which is a much rarer item, which you can better keep in your inventory, since Ethers can easily be gotten later on. I suggest you keep the Battery, using the following logic: You were missing this treasure on purpose, saving the Battery for having a fuller inventory in the end. Therefore, I wouldn't count the Ether as a missed treasure. In the end, no one's going to notice.

Climb up, and up some more before you jump. Use the Battery to be able to reach an Ether. Head down and then time your jump. When it's near, go for it. Climb all the way up, and you'll be at the Shinra Headquarters. *Battle pose!*



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Final Fantasy VII Guide - Walkthrough

Raiding Shinra HQ!

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Treasure:	Elixir, (Elemental Materia, or Elixir, or Ether, or Potion),	
	Star Pendant, Four Slots, All Materia, Phoenix Down, Ether,	
	Poison Materia, Enemy Skill Materia, Potion (x4),	
	Talisman(Boss Reward), Protect Vest(Boss Reward),	
	Guard Source(Boss Reward), Star Pendant(Boss Reward).	
Other:	Turtle's Paradise Flyer No. 2.	
Key Items:	Keycard 60, Keycard 62, A Coupon, B Coupon, C Coupon,	
	Keycard 65, Keycard 66, Midgar Parts (x5), Keycard 68.	
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You'll be given the choice to fight your way in through the main entrance, or take a sneak route to the left, which means walking up 60 stairs. If you take the stairs, just head to the left and walk all the way up. You can pick up an Elixir on the way up. Breaking in through the front is what I suggest you do, as you can get the Elixir by walking a bit down later on. Besides, busting in through the main entrance is more rewarding.

You'll have to fight some Shinra Soldiers right away. Head all the way to the back, not heading up the stairs yet. Check out the news bulletin on the right (and also the right part) to read Turtle's Paradise Flyer No. 2. This is the first of the only two chances you'll get to read this particular flyer. I suggest you read it. Now climb up the stairs to the second floor. You can go through the doors (with green light) at the top to find a shop and two locked chests. Buy something if you really need to. Go back and take the elevator up. You'll have to fight through around five battles (sometimes an employee shows up) when the alarm sounds. Press the elevator button to start a battle. When you're up, walk down to fight more Shinra Soldiers. Cloud will pick up the Keycard 60, which means free access to all floors up to floor 60. If you want the Elixir from the stairs, walk left and ignore Barret and Tifa. You'll have to walk down 5 screens, the blue flask is the Elixir. Note: The Elixir is always 5 screens walking, either up or down. This is probably done so you can't get it easily. Walk back up and head right into the elevator on the right, and go up to the 60th floor.

After the scene, walk up. Guess you'll have to sneak past, so go in the room on the left. You have to get to the right. To do this, have Cloud hide behind the golden statues and make a run to the next one when the guards are moving. You can move Barret and Tifa with the circle button. The second part is slightly harder because the guards run. If you get caught, just try again.

Head up to the 61th floor. Here, talk to one of the guys walking around the lower part of the screen and answer with "....." and guess what? You'll get the Keycard 62, no questions asked! There's nothing else to do on this floor except to talk to some other people.

This video tours you around the 62th through the 64th floor, and ensures that you miss no items while exploring. On the 62th floor, use method 2 to quickly find out the password!

Walk up to the 62th floor. This is the library, and also the floor where the 'Mayor' Domino resides. He's in the room on the left, so pay him a visit. You must guess the password correctly, and he'll give you his Keycard. If you get it right on the first try, he'll also give you the Elemental Materia. If you don't get that, you won't be able to get it for quite a long time.

You can figure out the password though, although I can't hand it to you as it's different every playthrough. You can also pay Hart 500, 1000, 2000, 5000, and even 15000 gil for hints, but I urge you not to, as he won't say anything



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that isn't already written here. There are three methods of getting the password. The first involves you puzzling it out on your own, with tables to help you on your way. The second and third methods are tricks to get the password quickly.

Note: Method 1

There are 4 different sections of the library. The lower left is the 'Urban Dev. Research Library'. In this section, the following files are the ones that this section normally has to have:

The lower right section is the 'Scientific Research Library', and the following files are the ones that the section should normally have:

Names of the files:

|------|
|Final evolutionary stages in land dwelling life |
|Report on high Mako levels in living beings |
|The Ancients in History |
|Mako energy and the rise in life forms |
|File on Dr. Gast, Biologist |
|Data on experimental animals living near Midgar |

The upper left section is the 'Peace Preservation/Weapon Dev. Research Library' and the following files are the ones that the section should normally have:

Last, the upper right section is the 'Space Dev. Research Library' and the following files are the ones that the section should normally have:



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|Names of the files: |------| |Modern history of Midgar space program vol. 1 |Modern history of Midgar space program vol. 2 |Diminishing Mako energy and Planet movements |Results of the failed space mission "YA-79" |Economic report: Space Dev Program |Shinra rocket space travel

You'll notice that there is one file in each section that doesn't belong there. You can simply check the above tables to see if something doesn't belong in a section. That file, that doesn't belong in the section, has a number in front of it, which you must check. This number indicates which letter of the file is used in the password. For example, with the file 'Shinra rocket space travel' with the number 15, the letter A is used in the password. Spaces don't count, just letters/characters. Check all four the sections, and you'll get four letters.

These letters should form one of the words the Mayor lets you pick out of: BEST, KING, ORBS, BOMB, MAKO, HOJO. The answer is never: ORBS or HOJO.

Note: Method 2

This one's easy, and comes from BrutalAl. Walk to the upper right room, also known as the 'Space Dev. Research Library', which has a blue floor and green shelves. Check out the file on the LEFT of the MIDDLE shelf.

If the file is this:	Then password is:
2 Economic report: Space Dev Program	BEST
1 Results of failed space mission "YA-79"	KING
1 Breakdown of SOLDIER members by class	BOMB
10 New plans for urban planning	MAKO
1	,

Note: Method 3

There is also an easy trick that will also allow you to skip this whole puzzle. Basically, talk to the Mayor, and when he asks you to choose a password, choose 'Wait a second'. Now take the elevator on the bottom of this screen to the first floor. Head outside, and save the game. Go back up with the same elevator, to the 62nd floor again. Try all the passwords until you got the right one. Now reset the game, restart from your save, and go back up to the Mayor and answer with the password you got from the previous time. Voila, the Elemental Materia is yours!

Your reward varies on how good you do:

Get it right on your 1st try: Elemental Materia

Get it right on your 2nd try: Elixir Get it right on your 3rd try: Ether Get it right on your 4th try: Potion Get it right on your 5th try: Nothing

With the Keycard 65, head up to the 63 floor. You can skip this, although there are useful items to be gotten here. Walk to the computer on the lower right, and it'll allow you to open three doors anywhere on this level. To get all items, you must open up the right combination of doors. Walk all the way up from the right, and then a bit to the left. The door that blocks the path to the left is the first one you should open up. Walk more to the left, ignore the first door below, but open the second door below. Grab the 'A Coupon' from the room to the left, and enter the



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air-duct. Crawl to the end on the top of the screen, and grab the 'B Coupon' from the room you land in. Now just walk out the room, to the left, open the door, and grab the 'C Coupon' from the room. Crawl back in the air-duct, and exit by the right.

(Perfect Game Note 5:)

Don't exchange the Coupons for the items. You can get the items later on, but the Coupons will be lost forever if you exchange them. This may sound as another dilemma if you see the items as missed Treasure, but having the Coupons shows you pretty much did do the puzzle, and thus could've gotten the treasure at any wanted time. So don't count it as 'missed treasure'.

The computer can change the coupons you found for the following items:

A Coupon = Star Pendant

B Coupon = Four Slots

C Coupon = 'All' Materia

The Four Slots has, well, 4 materia slots, but it's defense sucks, so I advise you not to equip it. The Star Pendant is your first accessory, and it protects against Poison, so be sure to give it to someone.

Head up to floor 64. In the fitness room, there is a vending machine in the upper left that sells 'Shinra Gym Special Drink' for 250 gil. Try it out and bang on it. Later on, you'll be able to get a reward from this.. You can also rest and save in the room on the left. Last but not least, you can grab a Phoenix Down and an Ether from the lockers in the upper room. The megaphone looks worthless now, so Cloud will leave it.. go to floor 65.

On this floor, you will occasionally have to fight random encounters. Another puzzle. You must complete the scale model of Midgar here. The lower chest in the upper left room holds the first parts. Place them in the model counterclockwise, starting with the bottom right. Where you place the parts matters for what chest opens. If you place them like this, the chests will open in the order I describe. Every time that you place the parts in the model, another chest opens up. The second parts are found in the lower chest in the lower left room. The third parts are in the remaining chest in the upper left room. The fourth parts are in the remaining chest in the lower left room. The last parts are in the upper right room. After placing the parts, the chest near the stairs opens up for you to take the Keycard 66. Go to floor 66.

On this floor, just go to the toilet on the upper left of the screen. Enter the smaller toilet inside, and climb up. Flush if you like, too. Crawl to the end of the duct to attend the Shinra meeting. After the scene, go back to the stairs to follow Hojo to the next floor.

Here you will have to fight creatures as well, and you can steal some good equipment from some of them. For example, the Moth Slasher (the robot on the spiked spinning wheel) holds a Carbon Bangle which you can steal. It's a really good armor with 28 defense, and 3 slots (two of them paired). Try to get 5 of them, and equip your current party with it. Just run around to find enemies. You may find the encounter rate low, but it's really worth it to seek these enemies and steal these things.

Make sure you steal 3 Carbon Bangles, along with a Hardedge for Cloud. They're awesome upgrades!

Also take your time to steal an Hardedge from SOLDIER:3rd (blue pants). It's a great weapon for Cloud, twice as good as the Buster Sword. Be sure to equip it!

When you're all done, head to the left part of the area for a scene. After that, head up and grab the Poison Materia from the chest. Save at the save point. Give Cloud the Star Pendant, and Barret the Materia Combination Poison-Elemental in his ARMOR, with LINKED SLOTS. Also give Cloud the combination Fire-All, and Barret Ice-All. Now ride the elevator to floor 68. After the scene, name Red XIII, and fight the Boss! Send Tifa to look after Aeris.

A boss is coming up, and he and his lackeys pack quite a punch!

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Name:	Sample:	H0512	(Level:	19)	Halves:	Lightning	



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|HP: 1000 Nullifies: Gravity MP: 120 Absorb: Poison Exp: 300 AP: 30 Status Effect Weaknesses: Gil: 250 Sleep, Stop, Slow, Darkness, Drops: Talisman(100%) Paralyzed Steal: ---Attacks: Keyclaw [1 Enemy, Phys Atk, 63 Base Damage]; Shady Breath [All Enemies, Cost=4MP, Can inflict Poison]; Reanimagic [All Allies, Mag Atk, Cost=40MP, Revives all dead OPT-Samples] Strategy: This boss will be almost always in the back row because of his little OPT-samples blocking the way. Only Barret can use regular attacks that will do full damage to this boss. First of all, never use Poison in this battle. Red XIII comes with All-Fire, so use that Fire. Also use Fire with Cloud, and Ice with Barret. The smaller side kicks should be (almost) dead after this. Focus your attention mainly on H0512, with spells like Fire and Ice. Barret can attack normally too. Cloud's Limit Cross-Slash can paralyze him for a few turns. He should go down swiftly. If you do kill the little H0512-OPT's you'll also receive Tranquilizers for them as battle prize.

After the battle, form a party. I usually go with Barret and Red XIII. Grab the yellow Enemy Skill Materia, then exit the screen. Go up the small steps and grab two Potions. Talk to the Employee who'll give you the Keycard 68. Head right and grab two more Potions along the way. Go down the stairs and walk to the elevator on floor 66, step in and press the button. Looks like a trap indeed.

After the scenes, talk to Tifa, then walk toward the door and think about everyone. Get some sleep after that...Huh?! The door opened when you were asleep? Go outside, check out the guard, talk to Tifa, then free Barret and Red XIII, and talk to them again. Talk to Tifa and Aeris, and you're ready to go.

Walk to the left area and talk to Red XIII. Go up the elevator, and follow the trail of blood to the next floor. You can save here. Follow the trail up to floor 70. After the scene, go up to the outside. Again, after all scenes, you can choose to remove Cloud and Tifa's Materia. Do so, and place the materia on Aeris, Barret and Red XIII. Give Aeris and Red at least one Lightning or Fire/Ice Materia. Now go down, a bit to the left and in the elevator. Upon pressing the button, a boss battle will begin.

This is actually two boss battles merged in one fight: Hundred Gunner and Heli Gunner are much tougher than the regular mechanical enemies you've fought so far, but long distance attacks, magic and Limit Breaks will do them in.

_____ Name: Hundred Gunner (Level: 18) Note: Long-range enemy HP: 1600 |Weakness: Lightning |Halves: Gravity MP: 0 Exp: ---|-----AP: ---|Status Effect Weaknesses: Gil: ---ISlow Drops: ---Steal: ---Attacks: Aux Artillery [1 Enemy, Phys Atk, 110 Base Damage]; Hidden Artillery [[1 Enemy, Phys Atk, 137.5 Base Damage]; Main Artillery [All Enemies, Phys Atk, 123.75 Base Damage]; Wave Artillery [All Enemies, Phys Atk, 185.625 Base Damage]



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|Name: Heli Gunner (Level: 19) Note: Long-range enemy HP: 1000 |Weakness: Lightning, Wind |Nullifies: Earth MP: 0 Exp: 250 _____ AP: 25 |Status Effect Weaknesses: |Gil: 200 ISlow |Drops: Mythril Armlet(100%) Steal: ---Attacks: AB Cannon [1 Enemy, Phys Atk, 119 Base Damage, Can inflict Sleep]; C Cannon [1 Enemy, Phys Atk, 119 Base Damage, Can inflict Poison]; Firing Line [All Enemies, Phys Atk, 141.3125 Base Damage, Can inflict Poison, Sleep]; Spinning Bodyblow [1 Enemy, Phys Atk, 148.75 Base Damage]; Flying Drill [1 Enemy, Phy Atk, 178.5 Base Damage] _____ _____ Strategy: This is probably the hardest boss fight so far, due to the fact that you're facing two right after each other. The battles starts off with Hundred Gunner, who has quite alot of damaging attacks. Keep your HP's above 250 at all times and you should be fine. Use spells only, especially Bolt. When you get Limit Breaks, have Aeris heal the party, and Barret and Red XIII attack away. There's not much else you can do except to watch your HP. When you beat |him, Heli Gunner appears right away. Don't change your tactics, and keep using spells. When someone falls asleep, try and wake them with a physical attack. Again, keep your HP's high with Cure and Potions. You should come out victorious.

After the fight, the scene flashes back to Cloud, who's about to battle Rufus, the new president of Shinra. Remove the materia of the others. Be sure to give Cloud the Poison Materia. The rest doesn't really matter much.

Rufus and Cloud face off in a one-to-one fight. Deal with Dark Nation first; That dog casts protective magic on Rufus, unnecessarily stretching the battle.

Name: Rufus (Level: 21) |Nullifies: Gravity HP: 500 _____ MP: 0 |Status Effect Weaknesses: Exp: 240 |Sleep, Poison, Slow, Paralyzed AP: 35 Gil: 400 |Drops: Protect Vest(100%) |Steal: ---Attacks: Shotgun [1 Enemy, Phys Atk, 57 Base Damage] Name: Dark Nation (Level: 15) HP: 140 |Status Effect Weaknesses: MP: 80 |Sleep, Poison, Silence, Slow, Exp: 70 Stop, Paralyzed (possibly more) AP: 7 Gil: 250 |Drops: Guard Source(100%) Steal: ---Attacks: Bite [1 Enemy, Phys Atk, 63 Base Damage]; Barrier [1 Ally, Mag Atk,



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Head down after the battle, and save your game if you want to. Then, after meeting up with Tifa, walk Aeris towards the entrance. After the cool scene, form and equip your party first. Since the next Boss attacks you in the back, make sure that everyone except Barret, is in the back row. That will switch to the front row. Put Barret in the front row. Give Cloud the Elemental-Fire combo in his armor, and the Lighting Materia. Have one other character hold the Restore-All Materia's. The rest doesn't matter much, but you can always equip extra Materia to level them up faster due to the high amounts of AP that bosses give. You should however, equip the Protect Vest and Talisman accessories on your characters, as they increase defense.

Now to play a fun mini-game. You can use square and circle to attack left and right respectively. Hit the bikers that want to attack the truck. The orange bikers are easy targets, and you tend to wonder why Shinra ever hired them. No, the red bikers are the better threat. They'll try and lure you away from the truck so that other bikers can get past you and hit the truck. Use caution around red bikers, and (try to) kill them ASAP. At the end you get ambushed by a bad-ass robot called Motor Ball. Such balls!

And yet another boss fight awaits you, closing the quartet of bosses you've recently fought (or technically even 5 if you count Heli Gunner as well). Motor Ball uses strong fire-elemental spells, but the boss is weak against Lightning.

Name: Motor Ball (Level: 19) |Weakness: Lightning HP: 2600 |Halves: Fire MP: 120 |Nullifies: Gravity Exp: 440 |-----AP: 45 |Status Effect Weaknesses: Gil: 350 Slow Drops: Star Pendant(100%) ·_____ Steal: ---Attacks: Highway Back Attack [All Enemies, Phys Atk, 70 Base Damage]; Deadly Wheel [1/All Enemies, Phys Atk, 70 Base Damage]; Twin Burner [1/All Enemies, Mag Atk, Cost=16MP, Fire Element, 135 Base Damage]; Rolling Fire [All Enemies, Mag Atk, Cost=24MP, Fire Element, 216 Base Damage]; Arm Attack [1 Enemy, Phys Atk, 87.5 Base Damagel Strategy: Motor Ball will ambush you, but if you changed the order of your characters, this should mean nothing for the rest of the battle. Keep your party's HP above 250 and keep casting Bolt and Ice. Avoid Fire spells. If you want to, you could slow him with the Spider Web item, or speed yourself up with the Speed Drink item (preferably on your Bolt caster) to make this battle easier. You should be able to beat Motor Ball if you keep up your HP with Cure (and if necessary Hi-potions).



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After the scene make sure your party has the right order again, front/back row. Leave, and form a party. You'll finally be on the World Map, where everything is mini, except Cloud.



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Final Fantasy VII Guide - Walkthrough

Flashback at Kalm Town

On the World Map, you can save your game whenever you like, and thus also use Tents. Before you head over to Kalm, which is slightly to the Northeast of Midgar, take your time to find some Custom Sweepers on the dirt area around Midgar. These robots have an attack called 'Matra Magic' which you can learn with the Enemy Skill Materia if you equip it. The person who has it must get hit by the attack. Learn this, and also steal a good weapon for Barret from them, called Atomic Scissors. Although this weapon is MUCH better for Barret, it's not a long range weapon, so put Barret in the front row as well if you use this weapon. Watch out for Prowlers in this area, as they can steal your most precious belongings. Kill them off ASAP. You can steal Ethers from them, but also from Kalm Fangs (purple wolves) if you need money.

Note: It's not possible to skip Kalm. You get stopped at the Mythril Mines. Now go to Kalm. Follow your party to the Inn, and head upstairs. A long scene will start, where you can sometimes control Cloud. Talk to Sephiroth when you can, then walk ahead. When you can explore the Town, do as you wish. Cloud's house is the upper right, Tifa's house is below that one. Go inside, go up, go into her room on the left.. and check the drawer! Nice.. some Orthopedic Underwear..of course it's true! You can also play the piano, and you might want to remember the tune..

(Perfect Game Note 6:)

You must play the piano and say 'Yeah, I jammed on it'. Only by choosing this option can you get the Elemental Materia from the Piano later on when you're in control of Tifa.

When you're done exploring, head to the Inn Sephiroth went in. Head upstairs, talk to him, and get some rest. Outside, talk to Sephiroth again. Walk over the bridge at mount nibel, and after the scene, walk all the way up into a cave. Here, walk all the way up again. Also, no need to worry about any monsters with Sephiroth with you.. Walk into the reactor. Walk the pipes and climb down the chains. Follow Sephiroth. Do what he says.. after the scenes you can save the game if you want to.

In the Shinra Mansion, go up the stairs, and to the right. Talk to the Shinra Soldier, head into the room, and walk near the stone wall to make it go open. Now follow the linear path to Sephiroth. After the scenes go out the room. When you awake, go to the right part again, and to the basement again like you just did. After the scene, exit the mansion ...and.. what the hell? Sephiroth went badass. Try to help the people and head into your own house, after which you'll see the legendary scene with Sephiroth. After this go to the end of the reactor again. Walk to Tifa first, then head after Sephiroth.

After the damn beautiful scenes, you'll be back at Kalm. Go back up the stairs when you can, and check out the cabinet next to the stairs, on the left. Check it five times and the Megalixir will drop. Go down and you'll get the 'PHS', which allows you to change party members on the World Map or at any Save Point. Many people have been pondering as much as Plato to figure out what this stands for: It's actually Party Hensei (Editing) System. The fun thing is, in Japan, cellphones are called Personal Handiphone System (PHS). In FF7, that's exactly what the PHS is as well: A cellphone!

Go out the Inn, and into the left upper house nearby. Inside, open up the door under the stairs to find an Ether. Upstairs are no items. Go in the middle house now, next to this one. Go upstairs and check the cabinet to find another Ether. The locked chest here serves no purpose at all, as it was used for a quest that was cut out of the game. Exit the house and go in the last house, next to this one. Head up the spiral stairs on the left and grab the



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Peacemaker from the chest. You might get a use from it later.. You can also take a look out the small window. Go downstairs and take the other stairs up. Check the cabinet left of the girl to find a Guard Source.

Exit the house, and go all the way to the right side of the screen. Here, enter the house. Check the door below the stairs to find yet another Ether. The people around here sure love them...hmmm. Now go outside and up the stone stairs. The Item shop's on the left, the Materia shop's in the middle and actually under one roof with the Weapon shop on the right. Buy an Earth and Heal Materia. The Weapon shop doesn't really have anything good if you got all the best equipment so far, but if you see something better than you have, you can buy it. Tifa could use the Mythril Claw, although you'll soon be able to steal a much better weapon for her. When you've done you're business in this small quiet town, all that's left for you to do is to go back to the World Map. The man with the green shirt and black hair near the exit can tell you some controls about the World Map. Back on the World Map, head east. Tip: The Matra Magic Enemy Skill can wipe out most groups of enemies early on, but later on it becomes obsolete. Use it while it's still got a good use!



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Final Fantasy VII Guide - Walkthrough

Chocobo Ranch, the Marshes, and the Mythril Mines

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Treasure:	Choco/Mog Materia, Chocobo Lure Materia, Long Range Materia,	
	Ether, Tent, Mind Source, Elixir, Hi-Potion.	
Fort Condor		
Treasure:	Magic Comb.	
00*=-*=-*=-*	************	*00

Head east until you see a Ranch, this is THE Chocobo Ranch. Enter. Talk to the chocobo and answer 'Wark'. You'll get a little cute dance show that you'll probably only enjoy if you're a girl (no offense ladies!), but what this is really about is the Choco/Mog summon Materia you get! Head inside the house and talk to the man, who apparently calls himself Choco Bill. He has some information about the Marshes. You can also sleep here for 100 gil. Head outside and to the right to enter the stables. Talk to Choco Billy here. He'll give you all the information you need to catch a Chocobo..and because he's so nice, he'll sell you the Chocobo Lure Materia for 2000 gil only, an exclusive offer! Also buy a bunch of (cheap) greens. Exit the place and equip the chocobo lure on someone. Keep walking near the chocobo tracks and you'll soon get a battle with one. Feed it one of the greens and make sure it keeps eating while you kill off the other creatures. When the creatures are defeated, the chocobo is yours. It's also possible to do this without greens, it's just a little harder. Just don't ever attack the chocobo! Now, with the chocobo, you can easily outrun the Midgar Zolom and reach the Mythril Mines on the other side.

Note: You can also get to the other side of the Marshes by just walking in, then save, and load. Every time you load the Zolom will be located somewhere else, away from you, so you can walk a bit again, then save/load again. I suggest you do this on a special/different save game, to ensure safety..

You can also outrun the Zolom by yourself, if the Zolom is going to the far western part start running to the caves. It's possible to make it without him catching you, but it may take a few tries. Furthermore, the Zolom never really dies. They will just keep coming in the marshes.

(Perfect Game Note 7:)

If you get the L4 Suicide skill now it will save you alot of trouble later.

(Optional: Getting 3 extra Enemy Skills)

You don't have to do this, not at all. If you don't want to, skip ahead to the Mythril Mines. The first Enemy Skill you can get is L4 Suicide, which is gotten from the small mole-like creatures called Mu. They can be pretty uncommon. Be careful that not all your character's levels can be divided by four (L.12, 16, 20, etc), or you might get yourself killed, since the skill causes critical damage and Mini to everyone with a level dividable of 4. Note that it can take a very long time before they actually use the attack..

You can now also get the Enemy Skill Chocobuckle, but this one's harder to get. Buy at least one Mimett Greens, and save your game. Get into a battle with a chocobo, and sense it to check if it's Level 16. If not, try and get another battle until it's Level 16. When it is, use the Mimett Green on it, and then the L4 Suicide skill. The Chocobo will counter with Chocobuckle.

Before you read on: Warning. This can frustrate you. It's absolutely not necessary to get this skill right now, and it'll probably leave no challenge for the rest of the game, so do this at your own risk. It's also extremely difficult to do it.

This video shows how to deal with the Midgar Zolom with a regular party, and even get the nasty Beta enemy skill from it. This video includes the set-up, and of course the fight itself.

The last Enemy Skill you can get is Beta.. from the Midgar Zolom. This is by far the hardest to get right now, and it



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takes alot of preparation and planning.

Strategy 1: Get Aeris into your party and give her an Enemy Skill Materia with ------ Matra Magic. You may want to learn her 3-1 Limit Break, Planet Protector, which puts your party into the peerless status for a short while.. which is the same thing as invulnerability. In the Mythril Mines, you'll often come across enemy groups of 4-5 in one battle. Have Aeris wipe them out with Matra Magic. After approx 30 battles or-so, she should learn Planet Protector.

Save your game before attempting. During the battle with the Midgar Zolom, keep track of his HP. Don't make it fall below 1500. Use Graviballs (or poison) to whack his HP. When it's close to 1500, use Planet Protector with Aeris, and pummel away. It should cast Beta, and in the peerless status you will survive. Just cast Beta back at him to end the battle.

Strategy 2: You MUST have the Elemental Materia. Unequip all materia and accessories, and check in the status screen which character has the highest HP and Spirit. Give that character the Talisman accessory and your best armor (should be the Carbon Bangle). Give that character the Elemental-Fire combination in the ARMOR. Also give it the Enemy Skill materia, and Steal Materia (for extra speed). Don't give it any other Materia as most of them will lower the HP. Of the two remaining characters, give the one with the highest Magic stat the Poison Materia and Choco/Mog. Give the last character at least the Restore Materia. Put all your characters in the back row. Your other two characters should also have the Carbon Bangle to increase some defense. Get into a random encounter and get all three character's their Limit Breaks up. Also give your characters Tranquilizers to put them into Sadness. While this will halve their Limit Break Bar Speed (which doesn't matter since you just filled them up), this also reduces the damage taken from many attacks by approx 30.86%. That will definitely help. After saving your game, you're ready to fight.

Immediately go to Items and use any Graviballs you have. The first does a whopping of 1000, the second 750. Don't select a Limit Break before both Graviballs have been thrown. Limit Breaks are done first otherwise. Graviball is basically Demi, and causes—of the creature's current HP. If you don't have Graviballs, use your Limit Breaks right away. Keep track of the Zolom's HP! It starts with 4000. When it drops under 1500, it will counter attack with Beta right away, so you must make sure that the character holding the Enemy Skill is absolutely fully healed at that time. After the Limit Breaks, keep on casting Bio and use the Choco/Mog Summon, but be careful: Don't attack it anymore with the character holding the Enemy Skill when the Zolom falls (almost) under 2000 HP, or they might get blown out of battle. Poison it when it's got near, but still over 1500 HP, and wait until it gets damaged over and over again. This way, it can't counter with Beta. When it's got about 200 life left(keep track of the HP yourself!), attack it. It will counter with Beta and die right after it due to poison damage. Oh, and don't think this is easy; Again, it's not. It's in fact extremely hard. When you're done, don't forget to adjust your party again (front/back row, Materia etc). (End of Optional part)

Now for the Mythril Mines. When you get near, you'll get to see another Midgar Zolom..and I think you might enjoy the scene if you did the optional part.. Enter the cave. Head to the right part. Ark Dragons can be found here which use Flame Thrower, yet another Enemy Skill. This one's easy though.. don't trust me anymore after all the previous..? Anyway, you can climb the vines on the left wall to reach the Long Range Materia. it's very useful, so equip it on someone. The one who has it equipped can always attack from long ranges, doing the same damage, and can even attack high floating enemies. Put that character in the back. It's useless for Barret though (unless he has a non-long range weapon, like the Atomic Scissors!). Climb the stone steps and grab the Ether on the right and a Tent from the chest. Go back to the first area.

In this area, you can steal a Grand Glove from Madouge (the guys swinging a ball above their head). This is by far the best weapon for Tifa at this point of the game. Head down, and to the lower right, grab the Mind Source from the chest.

Now head all the way to the left to enter a new area, and watch the scene. After the scene, head up first. Here, grab an Elixir from the chest, and a Hi- Potion a bit more up. Go back, and exit the cave by the left.

Now you can go straight to Junon, or you can check out Fort Condor, and get Yuffie, a new (optional) character. If you don't want to for some reason, skip ahead to Junon.



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(Perfect Game Note 8:)

From now on, Fort Condor Battle notes will be placed in the walkthrough too, so you won't miss any. On another note, win them all. Losing one means losing a treasure sooner or later. If you want a 100% Treasure Perfect Game, win ALL battles, (except the very last one, but that's a different story). If you don't care about 100% Treasure, but just want to go for all (max) items, lose the first three battles so you can get a Vagyrisk Claw from Cmd. Grand Horn Every time. You will fight him when you lose. Either way, Battle 1 can be done now. The prize is a Magic Comb.

Fort Condor is the blue place with the huge golden bird on top, visible when you exit the Mythril Mines. Go ahead and enter. Answer that you'll help them. Go inside and climb your way up. Talk to the old man sitting at the table and hear him out. Help them. You can sleep below for free, and buy items at the shops above. They sell.. crap basically. Go to the left part and climb up. Here, talk to the guy who will explain you just about everything about the Fort Condor Battles. It's like a small strategy game. You can also fund them, but that's not necessary. When you're ready, say so.

You can win any Fort Condor battle really quickly and easy. All you have to do is place 1 soldier (as low as possible) before beginning the battle, then start the battle. Move the battle speed up to the max by pressing R1, and place a soldier below the other one. There's a red 'laser' line that will tell you where you can place your soldiers. It's basically your territory. Every time you place a soldier near that line, the line will drop again. Repeat until you're basically at the enemies below, and place a bunch of other soldiers to quickly kill them off, and secure both ways. You won't have to fight any other enemies if you're fast enough, and you'll have won the battle. Of course, if you want to play 'fair', you can also just make a real army. The more the better, really. The prize for this first battle is a Magic Comb, a weapon for Red XIII, with DOUBLE materia growth, and alot of attack power! Basically, a great weapon. Put materia in it that you want to have leveled up quicker.

A mysterious ninja? The fight isn't all that hard, but who is she? Read more about her in the paragraphs to follow...

When you're done, go back to the World Map and head West/Northwest. If you want to get Yuffie, walk around a long time in the forests here, until you come to battle a Mystery Ninja. Beat her, and go though the dialog like this: NEVER enter the menu, and NEVER use the save point. Talk to her and answer:

- "Not Interested"
- ".....petrified"
- "Wait a second!"
- ".....That's right"
- ".....Let's hurry on"

Now you'll name her (Yuffie) and she'll be part of your party! Forever! Not sure if you're going to like her personality though ..heh.;) If you make a mistake or enter the Menu, Yuffie will steal a sum of money from you, and vanish.

Yuffie comes with the Throw Materia, that allows you to throw stuff at enemies to cause damage (and later throw money). You can give it to someone else if you like, or start using Yuffie(she's also a long range character, which gives her a pretty big advantage over others). Put her in the back row. You can steal a Boomerang from the Formula (purple/pink birds) enemy. It's a good weapon for Yuffie.

Now head all the way to the west until you reach something that looks like a large cannon. That's Junon, which may be difficult to see when you need to find it the first time around. Enter.



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Final Fantasy VII Guide - Walkthrough

Harbor, Junon Harbor

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Treasure: Shiva Materia, Power Wrist(Boss Reward),
(Grenade or 6 Potions or 6 Ethers or 5000 gil), Enemy Skill
Materia, Luck Source, Mind Source, 1/35 soldier, Guard Source,
Power Source, Speed Source, 1/35 soldier,
(Silver glasses or HP Plus Materia or Force Stealer).
Fort Condor
Treasure: Peace Ring, 3 Ethers.
O*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*

When you get here there's really nothing to do. The weapon shop on the right sells junk, so head to the beach on the lower left. Before you do, be sure to equip your party well for an upcoming boss fight. Give one person the Long Range Materia (except Yuffie or Barret). Actually, Yuffie is a good choice for the fight. Also give the character with the Long Range Materia the combo Elemental-Choco/Mog in their WEAPON. This will cause extra (wind) damage. After the scene, the fight begins.

This video deals with Bottomswell, the first boss since you left Midgar. It's got an annoying attack called waterpolo, which creates a bubble around a character, immobilizing them complexly and draining their HP continuously like a reverse-regen. Attack that bubble with a magic spell to remove it.

|Name: Bottomswell (Level: 23) Note: Long-range enemy HP: 2500 |Halves: Gravity MP: 100 |Weakness: Wind Exp: 550 | Halves: Gravity AP: 52 |Nullifies: Earth Gil: 1000 _____ Drops: Power Wrist(100%) |Status Effect Weaknesses: Steal: ---|Sleep, Poison, Slow, Darkness Attacks: Bodyblow [1 Enemy, Phys Atk, 255 Base Damage]; Big Wave [All Enemies, Phys Atk, Water Element, 191.25 Base Damage]; Waterball [1 Enemy, Mag Atk, Inflicts 100% Imprisoned]; Moonstrike [1 Enemy, Phys Atk, 127.5 Base Damage]; Tail Attack [1 Enemy, Phys Atk, 127.5 Base Damage] Strategy: This can be a tough fight if you're not prepared. Remember Reno? Bottomswell has an attack similar to his Pyramid attack. Except this time, you can only destroy it by using magical attacks, and you have to actually attack the ball, and not the character. It also drains your HP pretty fast. Make sure you free your characters from this ASAP. Bottomswell can be beaten by using Bio spells, enemy skills, Choco/Mog Summon (It's weak against it) and keeping your HP's up. You can even damage him with the Graviball items, should you have them, but only use these at the start of the battle. You can poison him with Bio, which may help some. Pound him with Fire/Ice/Bolt if you want to, but avoid Earth. When he dies, he'll use Big Wave as a Final Attack, so be sure to survive it.



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Once the boss is beaten you will need to perform CPR on Priscilla. Just walk up to her, hit square. You will hear Cloud breathe. On the 9th breath, hit square again and you will release. Repeat this four times. On the fifth time you will have put enough air into the girl to revive her.

After this, talk to the woman in front of the house on the right, and get some rest inside.

(Fort Condor Note 2:)

The second battle takes place right now, and if you wish to do it, don't go to Priscilla, but straight to Fort Condor, with only Cloud. Beware as the encounters will be more difficult. The prize (if you missed no other battle) will be a Peace Ring, a decent accessory for this point of the game.

After going outside, head to your party and walk upstairs. You'll be given the Shiva Summon Materia as a token of gratitude. Any guy would've wanted a different thing cough but that's another story. Head to the beach with Cloud and talk to Priscilla.

(Fort Condor Note 3:)

Yes, right after you get the whistle, just get out of Junon and head to Fort Condor to do the third battle. This is an easy one to miss since it's in a very small time/scene marge. The prize is 'three Tincture', which are actually three Ethers. Tinctures are from Final Fantasy 6...

Getting to upper Junon is easy: Don't move and whistle twice.

When you're in the water, don't move at all. Just blow the whistle twice, and you'll be on the top. Climb up, and after the scene, head down. Press the button on the huge elevator, and walk down into the building. Hmm.. guess you have no choice but to go into that room. Grab the Shinra uniform from the open locker and change. You'll now get instructions on how to march. I'll explain it to you too soon, but better;) Now go out of the room and after the scene, save your game if you want to, then head left. After the scene, head over to your captain and into the alley.

Finding parading hard? It's not, actually. Get in line by walking straight and making a 90 degree corner, then mash the circle button. This video scores over 50%.

Now, a mini game will start, and you have to parade along. The TV-ratings below show how good you're doing. When you can finally gain control, do exactly like the other soldier did. Move a bit to the right, walk behind the group, and quickly run into the empty spot, while making sure you're absolutely in one line with the other soldiers. Now tap the circle button as FAST as you can, while keep pressing left to stay exactly in line. Your ratings should shoot up. If not, you weren't completely in line. Here's what you get with what ratings:

<29% (?) = Grenade 30%-39% = 6 Potions 40%-49% = 6 Ethers 50% = 5000 Gil

(Perfect Game Note 9:)

For 100% Treasure, I think it's fair enough to include getting the best prizes when possible. In this case, the 5000 gil.

After the parade and the scenes you'll get another instruction for something different. It's funny to see what Cloud's best move is.. his victory stance! Now exit the room and save if you want. Head outside. You can visit many shops here.. the first one is a Materia Shop, and I suggest you buy the Seal and Revive materia here, as they're both new. They're 3000 each though, so if you don't have enough money, sell some Ethers:) Down the alley is a weapon shop that sells good weapons, although you will have everything or better if you did every suggestion in the guide so far. Buy anything that's better. There's also a bar below where Rude of the Turks is chilling out. The text on the floor says 'Shot Bar' in greek, in case you were wondering. The next shop is an item shop, with the usual. It does sell Hi-Potions, and it can never hurt to buy a small stock of those.



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The last door in this area leads to some rooms. Before you head up the stairs, check out the almost concealed soldier standing near the stairs. He'll lead you to the Beginner's Hall, who have stayed around to teach you anything about the basics that you didn't knew already. Of course, you can skip all that and just grab the Enemy Skill Materia lying around. Go back, and up the stairs now. On the second floor, grab the '1/35 Soldier', the Mind Source, and the Luck Source. There are some pussies playing on the bed.. but you can't play with them;) On the third floor, grab the Power Source and Guard Source. Now exit the whole area, and go down to the next.

Just walk through each area to the next until you get to the place where more shops are. If you're quick, you'll see a group of people running to the other end .. a group that looks familiar? Either way, the first door leads to a bar where Tseng, Reno and Elena are chilling. The second door leads to an Inn (with Save Point), a Materia Shop with nothing new on the second floor, and on the third floor an accessory shop with two good accessories: Silver Glasses that protect against Darkness, and Headband that protects from Sleep. If you have money left to buy these things, buy one of each.

(Perfect Game Note 10:)

Be sure to get at least one Headband. It will make life easier for you soon.

The third door leads to several rooms. This room has a Speed Source in it. Go upstairs and grab the '1/35 Soldier'. In case you were wondering, yes, it's absolutely good for nothing. Go outside, the last door leads to a weapon shop that sells utter crap. Therefore, head to the end.

You must now do the pose mini-game, which is MUCH easier than the parade game. Simply press the right button when the commander tells you to. You get 10 points for each right move, except turning. You must face the same way as the others to receive points, so turning is still important. Your victory pose will get you 30 points. There is no fixed maximum you can get, since the commands are random, and the more turns, the less max points you can get. Here are the prizes you can get:

0-50 Points = Silver Glasses

60-90 Points = HP Plus Materia

100 Points = Force Stealer (Sword for Cloud with DOUBLE Growth, 3 Slots)

You can make Cloud move after the sendoff is already done by pressing the buttons. He'll do things like scratch his back with his gun, shrug, or touch his hip with his hands and pose.

(Perfect Game Note 11:)

For 100% Treasure, I think it's fair enough to include getting the best prizes when possible. In this case, the Force Stealer.

I tend to just stop getting points when I'm in the range for the HP Plus Materia, as I think it's much better than the weapon. You can get both later on, though. After the scene, hop onto the boat.



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Final Fantasy VII Guide - Walkthrough

To sunny places!

On the cargo boat, grab the Ether from the chest on your nearby left. The character blocking the blue orb (which is an All Materia) is actually Yuffie who suffers from motion sickness. You can give her a Tranquilizer, but she won't move either way, until a bit later. Go upstairs, talking with whomever you like. Up here, there's a sailor who can restore your HP/MP (say you're tired), or sell things (say something's missing). His stock is, well, miniscule though. Talk to Red XIII all the way on the left (should be rather obvious!), then head down again, or talk to all others including Tifa, if you like. Downstairs, talk to Aeris, who's dressed like Shinra Soldier, a bit on the left. When she asks where Barret is, go back up, and all the way to the left. That's where he is, our big little sailor boy! After the alarm sounds, head back and form a party. Now head downstairs.

(Perfect Game Note 12:)

With L4 Suicide, stealing 99 Shinra Beta's isn't that hard. It's just .. very time consuming.

This is, like the Iron Bangles, one of the most time consuming things to get a perfect game file. You must steal 99 Shinra Beta's from Marines, and yes, that takes a LOT of time. There are some things that speed it up though: Use L4 Suicide on them at the beginning of the battle, as they'll become Mini and only hurt you for 1 damage, saving you lots of healing time. Also equip Headband on your stealing character (the one with the highest level), and Silver Glasses on the other(s). That will protect against Sleep, so you can keep stealing, and Darkness, so you can kill the ones off easily that you already have stolen from. Again, setting the battle speed to max will cut off a few minutes for every hour. It's not much, but it helps. Good luck!

Head down, and make sure you get the All Materia that Yuffie was blocking earlier on. Then head through the door on the left. Climb up the ladder and walk over to the right to get the Wind Slash from the chest, which is a good weapon for Yuffie with DOUBLE growth, so I suggest you use it. Also take you time to give summons to your characters, then head down and watch Sephiroth appear..he'll leave Jenova Birth behind for you to play with.

Jenova BIRTH can be a tough boss, so it's necessary to keep the pace up and pound away with your strongest attacks.



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|Strategy: Jenova BIRTH has no weaknesses you can exploit, other than possibly | |Slow (with Spider Web). Use your Summons, Limits, and Enemy Skills whenever | |you can. Flame Thrower does good damage, and other spells also help a bit when | |you run out of supplies. Stay away from poison spells, use Red XIII's Lunatic | |High if you have it (and use Red XIII), to put everyone in Haste. Jenova BIRTH | |uses Stop, and it's Tail Laser can pack a punch when used twice in a row. Keep | |your HP up at all times, and use Hi-Potions and Cure when you think you need | |to. Of course, if you have Beta, this battle is no challenge for you.

Make sure you grab the Ifrit Materia! After that, leave the boat. Watch the scenes, and head up the steps on the lower right. Ahhh.. the sun! Again, watch another scene. Go inside the first villa. Here, head into the basement and grab a Fire Ring from the chest, and a Power Source and Motor Drive from the ground. You can also buy the house for 300000 gil if you talk to the man lying on the bed. Perhaps a good investment later in the game.. not now. Unless you're one of those freaks who trains alot and gets 300000 gil right now;)

You can go in the bar. The guy in the left corner sells armor.. the Platinum Bangle may seem poor on defense, but it's the first (and one of the two) armor in the game with DOUBLE Materia Growth. You can equip one of your characters with it, if you wish to.

There are several events to check out in Costa Del Sol, depending on who you have in your party. If Red XIII isn't in your party, you can kick the ball against him. If Yuffie's not in your party, she'll have replaced the regular Materia Shop owner Butch (doesn't sell anything new). Buy a few Softs if you want to from the Item Shop on the right. If Barret's not in your party, you can see him in the Inn doing .. stuff. Yeah. Go to the beach and talk to Hojo for a scene, but take note that Hojo will not appear if you sleep at the Inn first. After this, exit the town.

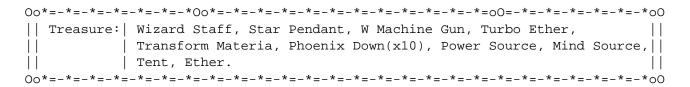
On the World Map, head West/Northwest, and follow the path, over the bridge, until you reach Mount Corel.



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Final Fantasy VII Guide - Walkthrough

Mount Corel



Note: In this whole area, Matra Magic can clear up most groups of enemies. Walk up, and talk to the old man, who has seen Sephiroth pass. Walk up until you see a Reactor (and hear the famous music that comes with it). Walk down the long stairs, and exit by the bottom of the screen. Walk right over the tracks to the next screen. Here, use the Save Point if necessary. Run further, and take the upper track.

You can collect treasure by tapping circle and holding one direction when Cloud falls down.

When the track breaks down, DO NOT PRESS circle is you want to get the treasure below! When falling, hold left, and tap circle as fast as you can. If you do it fast enough, Cloud will climb up and is able to grab the Wizard Staff. At the end of this upper track, grab the W Machine Gun from the chest. Now walk the lower track. Again, when falling, try to get the treasure on the right now, the Star Pendant. Walk until a four-way. Grab the Turbo Ether and Transform Materia on the upper left track. You'll also get one last chance to grab any items below, when falling.

Now go up the upper right track, since you must open up the bridge for the others (and yourself, duh!). Flip the switch in the small cabin at the end to do it. A bit lower of the cabin, you can climb the wall on the right. This leads to a treasure (10 Phoenix Downs), but you'll have to destroy the cute nest of birds to grab it.. :(The choice is up to you. You'll disappoint your party members if you take it, and you'll have to fight the mother bird, a cockatrice. Now head back and take the lower track. Go over the bridge, and then take the left track leading down to the left, and go inside a hidden area here on the right. In this area, grab the Tent, Mind Source and Power Source. Head back, and exit the screen by the lower right. Here, walk to the end of the HUGE bridge. You can battle Bomb enemies here, from which you can steal a Right Arm from. This is a battle item that can cause around 1500-1600 damage to all enemies, which is alot at this stage. Steal a few if you feel like it, then enter the destroyed town of Corel.

Looks like Barret has a history with this town, as he gets face slapped and he does nothing. Since there are no treasure in town (what'd you expect?) and the shops sell junk. You can find an Ether in the 'House' on the right. You need to wait until the woman in that house walks to the right. Then, stand next to her, and wait for her to pass you. Now you can access the pot in the corner, which holds the Ether. This is one of the more tricky treasures in FF7. *Claps for the reader* Head to the lower left to access the Gold Saucer. First, some scenes will be shown, after which you'll finally head off to the Gold Saucer.



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Final Fantasy VII Guide - Walkthrough

The Gold Saucer, and the prison

After the scene, you'll be in the Gold Saucer. There's something you should know about the Save Point, and that is that it costs 5 GP(Gold Saucer money) to use it. Talk to the lady near the entrance and you get to choose between a one time pass (3000 gil) and a lifetime pass (30000 gil). Go with the first, you can get the lifetime one later. Enter, and choose a party member you want to hang out with after the scene. Now, you can have TONS of fun, or you can continue with the game (you're really boring if you do that, so follow me).

There's nothing at the Event or Round Square, so skip those. At the Ghost Square, you can enter the Hotel and read Turtle's Paradise Flyer No. 3. You can also shop at the Item Shop, which has more items that ever.

At the Chocobo Square, you can bet on Chocobo's who race each other's ass off. Basically, it's better not to bet right now, but race yourself later on in the game, and get much better odds.. for free!

So..head over to the Wonder Square. Here you'll meet up with, well, you name him, but I'll just call him Cait Sith. Some people adore him, and some more hate him. He holds the Manipulate Materia, which will be of good use to you soon.. After the scene, head upstairs and to the end to enter the actual Wonder Square. There are many mini games you can play to win GP here. The wrestling game is about tapping the circle as fast as you can.. the basket game is all about timing, the wonder catchers are all about luck, and in the next screen are the motorbike game, a 3-D battler (all about luck), a Fortune Telling machine, and Mog's House. Later on you can also Snowboard and use the submarine games. A surefire way to get GP is to play the Mog's House. Give the Kupo nuts until he makes a different sound, in other words, give him 5 the first time, and 3 the second time. Talk to the man behind you and he'll give you a one- time-only 30 GP.

Of course, for much more in-depth descriptions of all the mini-games, check out the Gold Saucer (Wonder Square) section. If you want to build up some serious GP right away, I suggest you do Mog's House, the G Bike game, and the Super Dunk game. You'll get 10 GP from the G Bike Every time you score above 10000 points, so that's not impossible (and the first time you get 10000 you'll also get a Speed Source). The Super Dunk (basketball) game is all about timing, but it can get you up to 300 GP a game! That's worth a Lifetime ticket to the Gold Saucer! Seriously, if you can get the timing right, get your GP from this. The common trick is to release the ball the moment it actually touches Cloud's biggest spike of his hair. Then you should always get the hit. Otherwise, go play the G Bike alot. If you play 30 times there (and win 30 times), you can also afford the Gold Ticket, and it'll only have cost you 6000 gil instead of a whopping 30000...Oh, and never buy the questionmarks from the lady in Wonder Square. It's a Carob Nut, which you can get later on.

Head over to Speed Square if you want to, with 10 GP at least. Here you'll meet Dio, the owner of the Gold Saucer. Anyway, the Speed Square is about shooting stuff with a laser, while on a rollercoaster. Easy, huh? The faster you tap circle, the more power it will have in it's bar and the easier you get to hit/destroy targets. You can try it if you want. When you're done, head over to the Battle Square for a scene.

(Perfect Game Note 13:)

You don't have to do this right away, but make sure you get the Umbrella before the disc ends. That means getting 5000 points. It's lost forever otherwise. And yes, you can only do this once anyway.. phew



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In the Battle Square, it looks like Barret has unleashed his anger. After the scene, follow Barret down. You'll have to fight random encounters here, and there are also Bandits who steal your items.. make sure you kill them first! You can also learn the Enemy Skill 'Laser' from Death Claws. It's a decent one, so get it on both the Enemy Skill Materia if you want. You can save your game if you want to. Head down more, and go into the Shinra truck there. Talk to Mr. Coates here and tell him you're going up. Exit, and go into the house on the upper right. The one on the lower right is a shop/bar, but they sell junk. After the scene, exit the house and go all the way up again. Before you do so, you might want to remove the Silver Armlet and the Materia from Cait Sith, and give the Silver Armlet to Barret. Finally, give Barret a long range gun, and put him in the back row.

In the next screen up, the empty tube with the empty chest serves no purpose as it was used for testing the game in it's early stages. Walk past the dead guy, and in the next screen to the right. From here on, you can encounter Death Claws, and learn the skill from them. Manipulate them to make it easy. From the Bullmotors, the second Enemy Skill Materia can also learn Matra Magic. Walk past the broken down buggies and you'll meet up with Dyne.. who will fight Barret.

You fight Dyne with just Barret by himself. This means you'll have to watch his health closely. Of course, two castings of Beta will instantly end this fight.

Name: Dyne (Level: 23) |Nullifies: Gravity HP: 1200 |-----| MP: 20 |Status Effect Weaknesses: Exp: 600 |Sleep, Poison, Stop, Slow, AP: 55 Paralyze, Darkness Gil: 750 Drops: Silver Armlet(100%) Steal: ---Attacks: Needle Gun [1 Enemy, Phys Atk, 165 Base Damage]; S-Mine [1 Enemy, Phys Atk, 171.875 Base Damage]; Molotov Cocktail [1 Enemy, Phys Atk, 178.75 Strategy: You'll fight with Barret alone, so make sure to keep his HP up. Use Bio to poison Dyne, and if you want you can even put him to sleep and then pound him with spells. Use Limit Breaks when you can, and Dyne will be a real pushover.

After the battle and the scenes, you'll be riding the elevator to the Chocobo Races. Esther can explain how it works, I suggest you read it if it is your first time. Note: You can regain your Chocobo's stamina by holding R1 R2 the whole race. In the jockey room, BE SURE to get the RAMUH MATERIA, which is the red orb lying in the right corner.

When the race starts, press and hold R1 R2, and press and hold square to make the chocobo go faster, at the end of the race, near the spacy area, hold down circle for a final dash, and you should win without problems. If you happen to lose, you can just try again. After the race, Dio apologizes by a letter, and your party will gain the Buggy.



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Optional: Fun with the Buggy

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Treasure:	
Key Items: Mythril.	
Fort Condor	
Treasure: Megalixir.	
00*************-	***

Quick To-Do List:

- o Enemy Skill: Aqualung
- o Enemy Skill: Big Guard
- o Battle Square Prizes
- o Enemy Skill: White Wind
- o [Fort Condor Battle #4]
- o Sleeping Man: Bolt Ring
- o Enemy Skills for 2nd Materia
- o Superb training area

Enemy Skill: Aqualung

Aqualung is one of the few water-elemental spells in the game, and is on par with Beta when compared in power. It's also got a built-in "all-enemies" property. Useful!

First of all, drive around in this Desert to find a Harpy. This creature can cast the Enemy Skill Aqualung, which is the first water based attack you can get, and it does good damage, so I suggest you learn it. Keep you HP's up for it though.

Enemy Skill: Big Guard

Now drive south and over the river. Get into a battle on the beach. These creatures, Beachplugs, can be manipulated to cast Big Guard, a great defensive Enemy Skill that casts Haste, Barrier AND MBarrier on your entire party. Make SURE you get this, it's GREAT! Make sure you're on the beach that's south of the house, the most far away from the Gold Saucer basically.

There's no one home at the stand-alone house, but remember it for later.

Battle Square Prizes

Note: You might want to get the other enemy skills first before attempting the fairly tough Battle Square.

If you head back to the Gold Saucer, do so by entering North Corel, then going with the ropeway. You can now fight in the battle square. If you win all 8 battles you'll not only get quite some BP, but you can talk to the lady near all the exits and she'll give you the Sprint Shoes accessory, which puts you in Haste automatically. Nice! You can also try and aim for the Champion(ship) Belt, an expensive but very useful accessory that increases Str Vit with 30.

Now drive all the way north/northeast, past the Gold Saucer, and across the river. Drive with the Buggy INTO Costa Del Sol. Talk to the sailor near the boat, pay him 100 gil, and you're all set to go to Junon, WITH the Buggy! This means you can do some things on the other continent now. First of all, when you exit the boat, you can call a free



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taxi-helicopter that can bring you to the next Town (further in Junon), or outside of Junon. For now, go outside of Junon.

Enemy Skill: White Wind

Back on the World Map, keep your eyes open for a Zemzelett (it's a big white bird, basically). When you encounter one, manipulate it and have it cast White Wind on you. This is another GREAT skill. It heals for as much HP as the caster has, PLUS removes many bad status effects. If someone has 1000 current HP and casts it, it will heal everyone for 1000.

(Fort Condor Note 4:)

Now is a good time to do the 4th battle here. The reward will be (again, if you did everything before) a Megalixir.

Sleeping Man: Bolt Ring

There is also a cave behind a river on the west/northwest of the Mythril Mines, which you might've noticed earlier. Now you can reach it by using the buggy to cross the shallow part. In the cave is a sleeping man who will tell you either how many times you've fought battles, how many times you have escaped, or that large materia needs high level materia.

What use is this to us? If the last two digits of the number you have fought are the same, the man will wake up and give you an item. If the numbers are odd (11,33,55,etc) you will get the Key Item 'Mythril', which will be useful later. If the last two numbers are even (00,22,44,etc) you'll get a Bolt Ring, which is an accessory that nullifies all Bolt attacks.

Enemy Skills for 2nd Materia

If you wish to get Flame Thrower, Beta, L4 Suicide and Chocobuckle for the second Enemy Skill Materia, backtrack through the Mythril Mines. Equip the person who needs to learn Beta with the Fire Ring and you shouldn't have too many trouble. If you want to get Matra Magic as well, backtrack to Midgar to get that skill as well.

After this you've done most optional things. Head back to Junon and drive the Buggy into it. If you want to get on the Cargo Boat REAL quick, just head to the beach where you rescued Priscilla from Bottomswell, walk up to the water and press Square. Mr. Dolphin can take you (and your buggy apparently) straight onto the Cargo Boat to Costa Del Sol. Note: Mr. Dolphin will only do this as long as you have the buggy. You will lose the buggy after you get better vehicles on Disc 2/3.

Superb training area

If you want to do some business around Junon, pay the Shinra Soldier 10 gil (gives you a good idea of their salary) and ride the elevator up. Before you head back to the boat, consider training in the area where a bunch of soldiers are getting drilled. It's a long, gray alley, basically. Next to them is a red button which will sound the alarm when pressed. You can now encounter (strong) creatures here that give VERY good rewards. I suggest you use Aqualung and Beta to finish the creatures off. You can easily train your materia to high levels here, and the exp and gil is also good. Heal after every battle! To fasten up the materia leveling even more, put them in double growth weapons. You can in fact battle only about 150 battles and already have a bunch of mastered All Materia that you can sell for 1.4 MILLION gold each. Do whatever you please though, and when you're done, go back on the boat to the other continent.



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Final Fantasy VII Guide - Walkthrough

Gongaga Village

Once you're back near the Gold Saucer, drive south and enter the destroyed town called Gongaga, in the middle of the forest. It's hard to miss. Here you'll face Reno and Rude.

This boss fight isn't very hard. A few usages of your newly acquired enemy skills (such as Aqualung/Beta) will do these guys in easily, and you also have access to great defensive spells now, such as Big Guard (and White Wind for healing).

```
Name: Reno (Level: 22)
                                       |Nullifies: Gravity
HP: 2000
MP: 80
                                       |Status Effect Weaknesses:
Exp: 660
                                       |Sleep, Poison, Stop, Slow,
AP: 60
                                       Paralyze, Darkness
Gil: 1500
|Drops: Fairy Tale(100%)
Steal: ---
Attacks: Short Staff [1 Enemy, Phys Atk, 73.75 Base Damage]; Turk Light [1
Enemy, 256.5 Base Damage]; Electropod [1 Enemy, Phys Atk, Lightning Element,
177 Base Damage]
_____
Name: Rude (Level: 23)
                                       |Nullifies: Gravity
HP: 2000
                                       _____
                                       |Status Effect Weaknesses:
MP: 135
Exp: 720
                                       |Sleep, Poison, Stop, Slow,
AP: 70
                                       Paralyze, Darkness
Gil: 2000
|Drops: X-Potion(100%)
|Steal: ---
Attacks: Shoulder Attack [1 Enemy, Phys Atk, 204 Base Damage]; Fire [1 Enemy,
Mag Atk, Cost=4MP, 174 Base Damage]; Cure [1 Enemy, Mag Atk, Cost=5MP, 458
Base Healing]
Strategy: This isn't a tough fight. Open with Big Guard if you have it, then
poison both of them. Pound away with summons, hard-hitting enemy skills like
Aqualung and Beta, and they retreat quickly. Just be sure to deplete both
their HP's, so you get both their rewards. If you use Tifa, Rude will nearly
never attack her..since he likes her.
```

After the fight, take the path leading up. Walk to the destroyed reactor, and when you reach the end, you'll get a short scene. After this, check the spot where Scarlet talked about junky materia, and reach out for the Titan Materia.



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Junky? Didn't think so! Backtrack and take the other path. Walk under the trunk and go to the town by walking to the north. Talk to whoever you like here. If Aeris and/or Tifa are in your party, an extra scene will occur when you enter the house on the lower right. The other house on the right is an item shop. The house on the lower left is an accessory shop that also sells materia. The Mystify and Time materia are the one's you won't have already, so buy them if you can spare the money. You can also climb up to the weapon store, that doesn't sell any particular good weapons. The house on the upper left is the Inn, which costs 80 Gil a night. The chest here holds an X-Potion. The house on the upper right has a chest that holds a White M-phone for Cait Sith. Exit the town, and while taking the left path make sure to grab the Deathblow Materia when exiting to the World map.

This Materia command deals a critical blow if it hits, thus dealing twice as much damage. However, it also reduces your accuracy by so much you'll only hit 1/3 of the time you would normally. Use it only with high Weapon Attack % weapons.

Now drive to the southwest, through the forests and across the river. It's possible to learn yet another enemy skill from Touch Me's (the frogs) in the forests. You can learn Frog Song from them, a decent skill that casts Sleep and Frog on your opponent.

(Fort Condor Note 5:)

Park the buggy far away from the town you'll see (Cosmo Canyon). If you don't, the buggy will break down, and this means you cannot do the next Fort Condor Battle. And that would be a shame.

Drive to the large canyon, and enter Cosmo Canyon, home of Red XIII.



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Final Fantasy VII Guide - Walkthrough

Cosmo Canyon & Cave of the Gi

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Treasure:	Elixir, Added Effect Materia, Black M-phone, Ether, X-Potion,	
	Fairy Ring, Turbo Ether, Gravity Materia, Seraph Comb(Story),	
	Wizer Staff(Boss Reward).	
Other:	Turtle's Paradise Flayer No. 4 & No. 5.	
Fort Condor		
Treasure:	5x Hi-Potion, 5x Hi-Potion.	
00*=-*=-*=-*	*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*	*00

When you get here, answer that you aren't familiar. Now for some exploring, go to the right and enter through the door. You're in the Inn now, where you can read Turtle's Paradise Flyer No. 5 upstairs, and also find an Elixir in the bedroom corner to the lower left. Go back outside. There's an item shop on the upper right if you climb the ladder, but there's nothing of interest there.. yet. So head all the way left and up the stairs that Red XIII also took. Talk to him, then go inside. Here's a save point and you can read Turtle's Paradise Flyer No. 4 next to the weapon shop. The weapons are better than what you have, so it may be a good time to replace some. Head upstairs. In the room to the north you can talk to Barret. Go to the left, outside, upstairs, and guess what, back inside. The room to the lower left is the materia shop that sells HP Plus and MP Plus Materia's. Especially the HP Plus is one I recommend buying, even if it costs 8000 gil. The other room is the kitchen, and the stairs just lead to a view outside. Head up the ladder. Enter the house, and watch the scene. After that, go down again and inside the kitchen.

Talk to Cait Sith and change party members. You can also search for other members, but this is the fastest way. Go back to Bugenhagen, and watch the scene, which will teach you some things about the planet. After this, head back outside, all the way down, and talk to everyone around the fire. Talk to Red XIII the last, then form a party.

(Fort Condor Note 6:)

Now is the time to do the 5th battle at Fort Condor. Hope you didn't let the buggy break down, because then you won't get far. The prize for your long trip is 5 Hi-Potions, although the game tells you five "Potion". This is a glitch.

When you're ready, go to Bugenhagen who is waiting at the large steel door. In the next area, climb down the ropes until you reach.. the cave of the Gi.

In this area, you'll encounter many undead-like creatures. Many of which can cast Death-Sentence, an enemy skill that causes a timer of 60 second that will inflict Death when run out. Try and learn it, though you probably will. Interesting thing is that Frog Song works rather well here, except on Gi Spectors (floating guys).

This never really was my favorite area, and I think Cloud and Co. will probably get the chills now and then walking around here. Head to the right and a bit down until you reach a small cave where you can walk in and break open a rock. This usually leads to a fight, but you don't have to break this one open. Just if you want to fight some creatures. Walk past the skeleton sitting against the wall, ignoring the small cave on the right (also a rock that you can break). Head up a bit, and walk into the small cave on your left. This one's not a dummy, and opens up a secret entrance to the next part of the cave (yahoo!! let's go even deeper in this undead cave). Don't bother with the rest of this area, there's nothing else to get, except another dummy cave. After Bugenhagen tells you something near the exit, continue your travel through the cave.

In the next area you can get some treasure. First of all walk up a bit, then to the left. The golden jelly substance on the floor makes Cloud slip and bump into the wall, which will erect some painfully sharp spikes. This causes actual



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damage to your HP (duh!). If you don't want that to happen, and I'm assuming you don't unless you're a big sadist, WALK over the jelly instead of running. Walk down after this and in the previous screen, you can now grab the shiny Added Effect Materia. This will pair the combined materia with it's effect: For example, Poison-Added Effect in a Weapon/Armor will respectively inflict Poison status, or defend from it. Return and backtrack to the previous area and walk northwards and left. You can take the stairs down to find a Black M-phone in a chest all the way south, and an Ether in the chest on the north. Exit the screen by the northwest.

Walking through a spiderweb initiates a fight with a Stinger, large, powerful spiders. Fortunately, they are vulnerable to the enemy skill Frog Song, and the battle becomes much easier when you're fighting a cute little sleeping toad, compared to a 20 feet tall spider!

You'll get to five tunnels, which seems like a hassle. Things are less hard than they seem though. The middle tunnel is a dead-end, and the two most outer ones just connect to each other. Which leaves one tunnel on the left, and one on the right. The one to the right is pretty much optional, and leads to a chest with an X-Potion (a useful thing for soon, perhaps..). When you walk through a large spiderweb, you'll always encounter a tough spider called Stinger. These creatures pack a punch with especially their Sting Bomb attack, and with their 2200 HP you can define them as semi-boss enemies. Fortunately, there's an easy way to beat them, which is to simply cast Frog Song on them (if you have it). Otherwise, you could go poison them or using your most powerful attacks. Grab the X-Potion from the end of the right tunnel, and head back to go in the left. When you're past the spider web, walk south into a secret cave and keep walk south and also to the right at the same time so you can reach the chest you saw when you first got here. The Fairy Ring inside it is now yours. Walk back and north to the last spider web. Past this one walk to the left through another secret passage that allows you to reach the chest, which holds a Turbo Ether. Exit the area by the north.

Before you proceed towards the scary face, take your time to prepare for, you've guessed it, a boss fight. Equip fire protective gear and materia combinations like Fire-Elemental in your ARMOR. Heal up, and proceed..

Remember that X-Potion you just found? Throw it at Gi Nattak – he's an undead, and he'll die right away. ByeByeBye!

```
|Weakness: Holy, Restorative
Name: Gi Nattak (Level: 29)
HP: 5500
                                     |Nullifies: Earth, Gravity, Water
MP: 200
                                     |-----|
Exp: 1400
                                     |Status Effect Weaknesses:
AP: 150
                                     |Slow, Darkness
Gil: 3000
Drops: Wizer Staff(100%)
                                     ·_____
Attacks: Spear Attack [1 Enemy, Phys Atk, 566.5625 Base Damage]; Drain [1
Enemy, Mag Atk, Cost=1MP, 121.5 Base Damage/Healing]; Aspil [1 Enemy, Mag Atk,
Cost=1MP, Absorbs MP, 40.5 Base MP Damage/Healing]; DeBarrier [1 Enemy, Mag
Atk, Cost=12MP, Cures Barrier, MBarrier, Reflect, Shield]
Name: Soul Fire (x2) (Level: 21)
                                     |Weakness: Holy, Wind
HP: 1300
                                     |Nullifies: Earth, Poison,
MP: 220
                                     Gravity, Water
Exp: 200
                                     |Absorb: Fire
AP: 10
                                     Gil: 100
                                     |Status Effect Weaknesses:
                                     |Stop, Slow, Darkness
Drops: Phoenix Down
Steal: ---
                                     ·-----
Attacks: Take Over [Soul Fire will be inside a character, casting Fire2];
|Fire2 [1 Enemy, Mag Atk, Cost=22MP, 277.5 Base Damage]
```



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|Strategy: If you don't abuse this undead boss' major weakness, this can turn | out to be a tough fight. An X-Potion will kill Gi Nattak instantly, (also | killing the Soul Fires). A Phoenix Down gives 1/4 chance of instant death, and | Hi-Potions deal damage. An interesting and useful side effect of casting White | Wind on Gi Nattak is that it doesn't only hurt him, but it also deals Slow and | Darkness (things that are normally healed by WW). The Soul Fires can go inside | a character, and you won't lose control but they will suffer fire damage from | it. Use Big Guard and your best offensive attacks if you wish to end this | battle in a different way.

After the battle, grab the Gravity Materia, and walk out of the cave, north. One of the most emotional scenes of the game will show (in my opinion..). Enjoy, and exit Cosmo Canyon after all scenes. Note: Red XIII will have gotten the Seraph Comb, a VERY powerful weapon with 68 atk. I tend to use it with him. Also, the buggy is fixed by one of the people from Cosmo Canyon.

(Fort Condor Note 7:)

Yep, it's time to do another. Again, your reward is 5 Hi-Potion, even though the game says five "Potion".



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Final Fantasy VII Guide - Walkthrough

Nibelheim & Shinra Mansion

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Treasure:	Luck Source, Elixir, Turbo Ether, Platinum Fist, 1 Gil,	
	Luck Source, Silver M-phone, Twin Viper, Enemy Launcher,	
	Magic Source, Destruct Materia, Odin Materia, Cosmo Memory	
	(Boss Reward).	
Key Items:	Key to the Basement.	
00*=-*=-*=	_*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*	:=-*o0

(Perfect Game Note 14:)

Now is the first (and probably best) time to steal Vagyrisk Claws from Bagrisks. It's an elusive item, as is the creature sometimes. Let's start with the Bagrisks. They can be found on the DIRT area on the world map, in the Cosmo Area, BUT not anywhere in the canyon dirt (so anywhere with an amber/orange glow is excluded). Where can one find such a dirt area? From Cosmo Canyon, head west all the way until you find a small part that's far away enough to qualify. These little green-skinned, yellow eyed reptiles are the only creatures you can steal a Vagyrisk Claw from. Stealing it isn't easy though. As a matter of fact, your chances will never be any higher than 4.23% chance of stealing a Vagyrisk Claw, and this is at character level 11. You'll steal Softs most of the time. The mechanics behind all of this can be found in the Enemy Mechanics FAQ, written by Terence. Also note that L77 is the last level you can steal Vagyrisk Claws at. L78 won't allow it, and for those planning the future ahead, the Steal Glove will also nullify your chances. Steal with your lowest leveled character, and hope for the best.

Your goal is to steal, well, 99 of them. Or just 1, depending on if you're going to clone the item later. Personally, I just go with a few. I know I've tried then, and it gives me a satisfied feeling. ;) For the freaks under us, I wish you luck!

Head north to the grassy areas, and cross the river until you reach Nibelheim.. Clouds hometown. And.. what the..? Something's wrong, but you're not about to find out yet. Let's go do some exploring.

Enter the first house on the left. This is the Inn (cost: 100 gil). A man in a black cape will give you a Luck Source. He can be found in the back..also the guy behind the counter tells a story inconsistent with Clouds.. what's going on?

Head into the second house, next to the Inn. The black caped figure near the fireplace will give you an Elixir. Go back outside. Going clockwise, head to Cloud's House for a little more story. In Tifa's House, the black caped figure in the back will give you a Turbo Ether. Upstairs is also one near the beds that has a Platinum Fist. You can play on the Piano, and if you remember the tune from the flashback correctly, try and play it.

Here's how it goes: X, Square, Triangle, R1 Triangle, R1 Square, X, Square, Triangle, R1 X, O, X, Square, X and press start to end.

If you do this 3 times you will find Tifa's secret savings.. 1 gil.. w00t! This can be important for later though. The last house has two black caped kids upstairs, and one of them gives you a Luck Source.

Optional {OPT-5}:

Now go inside the Shinra Mansion. Give someone a Peace Ring to protect from Confusion. It can really get you killed, and Dorky Faces use it often. You can learn the enemy skill ???? from Jersey's (the floating scales), but they only use it if you never attack them (due to a bug). This skill does damage according to how much HP you have left, and what your max HP is. The formula is simple:



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Max HP - Current HP = Damage. If your max HP is 1000, and you've got 1 HP left, it does 999 damage. A useful skill if you use it well. The Jersey's are rather rare though, so good luck encountering them.

There's alot to do in the Shinra Mansion. A sub-quest for getting Vincent, an optional character, and a sub-quest for getting the Odin Summon and Red XIII's final limit break Cosmo Memory, and treasure. I'll start with regular treasure. Inside, head in the room on the right, and in this next screen, grab the Silver M-phone. Go back, head through the door north, and grab the Twin Viper from a chest in the upper right part. Head back again, and go upstairs. To the left is a chest with an Enemy Launcher, and a Safe that you can't open just yet. To the right is a chest with a Magic Source, and you can go down through the secret entrance in the wall. Head down and walk up to the library. Ignore the door you can't open.. yet. Meet Sephiroth, and after the scene make sure to grab his fancy gift, the Destruct Materia.

Now it's time to do the optional things, that is, if you want to. I advise you to do so, since the rewards are pretty big. The small room near the entrance holds a notebook which describes hints for the numbers of the safe. If you want to figure this out on your own, don't look at the following section. Otherwise, try figuring it out on your own with these hints. If you're really lazy, you could also skip ahead to the combination...

Hint 1 leads to the back of the lid, of the chest where you found the Enemy Launcher in, nearby the safe. It says: (1) 'Right 36'.

Hint 2 leads to the floor near the Piano. The Piano can be found when you go through the door north from the entrance, and then it's in the room on the left. It says: (2) 'Left 10'.

Hint 3 leads upstairs, to the right part. It tells you to take several steps but instead, just look around the entrance of the room with the chest that held the Magic Source, tapping the circle button. You should find the next clue. It reads: (3) 'Right 59'.

Hint 4 is actually not a visible option, but you can select it, and it just says the hint right away: (4) 'Right 97'.

Now you have the combination of the safe: (1)Right 36, (2)Left 10, (3)Right 59, (4)Right 97.

Now is a good time to save your game, and heal up. When you're ready, go to the safe and unlock it. You only have 20 seconds to do this, so you've got to be fast. Also, you CANNOT go past ANY of these numbers at any time when you try, or your attempt will fail. It might take a few tries.. but when you get it right, the safe opens and it's time for ...a Boss Fight!

When opening the safe, make sure you don't go past any numbers or the combination won't work. As for Lost Number, the boss that pops out of the safe, he's a tough nut to crack. Use your most powerful enemy skills, take advantage of Big Guard immediately (try to keep it up during the fight), pummel it with Limit Breaks and keep your party healed (with White Wind or Cure 2).

```
|Nullifies: Gravity
Name: Lost Number (Level: 35)
                                         |-----|
HP: 7000
                                         |Status Effect Weaknesses:
MP: 300
Exp: 2000
                                         Poison, Stop, Slow, Paralyzed,
AP: 80
                                         Darkness
Gil: 2000
Drops: Cosmo Memory(100%)
Steal: ---
Attacks: 1st Form: Punch [1 Enemy, Phys Atk, 341 Base Damage]; Bolt2 [1 Enemy, |
Mag Atk, Cost=22MP, Lightning Element, 525 Base Damage];
2nd Form: Tentacle [1 Enemy, Phys Atk, 852.5 Base Damage]; Aspil [1 Enemy, Mag]
Atk, Cost=1MP, 40.5 Base Damage/Healing]; Bolt [1 Enemy, Mag Atk, Lightning
Element, 270 Base Damage]; Bolt2 [1 Enemy, Mag Atk, Cost=22MP, Lightning
|Element, 675 Base Damage]; Quake [1 Enemy, Mag Atk, Cost=6MP, Earth Element,
```



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|371.25 Base Damage]; Quake2 [1 Enemy, Mag Atk, Cost=28MP, 810 Base Damage]; |Bio [1 Enemy, Mag Atk, 337.5 Base Damage, Can inflict Poison]; Bio2 [1 Enemy, Mag Atk, 708.75 Base Damage, Can inflict Poison];

3rd Form: Punch [1 Enemy, Phys Atk, 905 Base Damage]; Lost Blow [1 Enemy, Phys Atk, 2828.125 Base Damage]

Strategy: This is by FAR the strongest boss you've encountered so far, so be warned. Lost Number will change after losing half (3500) of his HP, and he'll either change in his Magical (red) form, or in his Physical (purple) form. This depends on what the last attack was that hit him, bringing him down past half his HP. If this attack is magical, the Magical form will stay, and if it's a physical, the physical form will stay. I highly suggest you try to get the Magical form, because the physical one REALLY packs a punch. His Lost Blow can do as much as 2800 damage, and his Punch does roughly 900 damage, which is used twice in a row on occasion. Start off with Big Guard right away, and poison Lost Number. If you have a Spider Web item, use it to slow him, it'll help. If you already have Slow on your Time Materia (L2), then that's even better. Now keep pounding away with enemy skills and summons, and if you can somehow paralyze him with Cloud's Limit Cross-slash, or Aeris' Seal Evil, or cause Stop with Choco-Mog, it'll help alot. He might not change when he's frozen during the damage. Beta and Aqualung do decent damage. When you get the red side, keep Big Guard up, and use any Limit Breaks or still strong enemy skills. Use White Wind for quick healing, and you should be able to pull this off.

He drops Cosmo Memory, Red XIII's ultimate Level 4 Limit Break.. which you probably cannot learn yet since you need all his other limits first. Out of the Safe also pops the Odin Materia, and the Key Item 'Key to the Basement' is lying inside the safe.

If you go down to the basement you can unlock the door there. Talk to Vincent in the coffin and tell him about Sephiroth. Ask him who he is after that, and when you leave he'll be curious enough to join you.. for better.. or for worse.

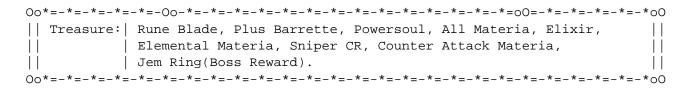
Note: Vincent uses guns, so it's best to always have him in the back row, reducing the damage he takes from physical attacks.



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Mount Nibel



Now you're pretty much done in the Mansion, or Nibelheim for that matter. Go outside, and exit to the world map by the upper right.

Walk the little bit on the world map to Mount Nibel. The first part of the path is very linear, and you can grab the Rune Blade from the first small mountain at the intersection. When you get all the way to the end, near the bridge, walk up and climb the mountain on the right, until you reach the Plus Barrette. Both these weapons are very good materia growth weapons, by the way, with Double growth. Walk over the bridge and you'll get to a new area with 5 pipes which are even numbered. The most right one is 1, up to 5 all the way to the left. Before you jump in any, walk and climb down the ladders first, until cloud pushes the second one more down. This will allow you to go back up whenever you need to. Go to the pipes, and glide in #2. You'll land on a rock with a Powersoul (weapon for Tifa) for the taking. Now glide #4 when you're back up, and grab the All Materia from the chest. Jump off by the right. Now go down the exit left of the large blue scorpion (we will have to deal with that sucker later, but you've guessed that already).

Jump off the ledge, and enter the cave below. You'll encounter Dragons here now and then, and you can steal Gold Armlets from them, which is the best armor in the game up to now, with 46 Defense and 4 slots (linked). Steal 3 of them, for your entire active party. You can also learn the enemy skill Flame Thrower from them, if you hadn't already. In the next cave, walk right and all the way up, then back down a little so you can enter the cave to the left that leads all the way to the chest, which holds an Elixir. Exit to the next screen north. Here you can find the Elemental Materia on the ground. Head further and in the next cave don't miss out the Sniper CR from the easily spotted chest. This weapon for Vincent never misses, and is rather effective with Deathblow, thus often dealing critical damage. Exit to the next screen, and head left to the reactor. Once there, just walk past the reactor as there's nothing there. Enter though the door and things should look familiar again.

Save your game and prepare for the upcoming boss battle. Give someone the Bolt Ring, and someone else the Elemental-Lighting materia combo in their armor. If you use Vincent, don't use his Limit Break as it'll heal the Materia Keeper. Also, very important, give your characters the two Enemy Skill Materia's that you (should) have. You'll want to learn the skill Trine.

The Materia Keeper is another fairly tough creature that has access to the rare enemy skill Trine. Be sure to learn it on both Enemy Skill Materia's at this point before slaughtering the creature. Just don't use any fire elemental spells (NO Beta!), but use Aqualung instead. You can also poison the creature.



death..

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|Attacks: Keyclaw [1 Enemy, Phys Atk, 514 Base Damage], Big Horn [1 Enemy, Phys | Atk, 514 Base Damage]; Hell Combo [1 Enemy, Phys Atk, 889.5 Base Damage]; | Trine [All Enemies, Mag Atk, Cost=20MP, Lightning Element, 637.5 Base Damage]; | Cure2 [1 Ally, Mag Atk, 1070 Base Healing]

Strategy: This is also generally considered one of the tougher bosses in the game. His Trine attack does lightning damage of about 600 to all, and his other attacks are either 500 or 900 damage if you don't protect yourself. Start the battle with Big Guard and keep this going the whole battle. Make sure you learn Trine. Casting Choco-Mog will often Stop him for a long period of time, and Cross-slash or Seal Evil will paralyze him (for a shorter time). After Choco- Mog, poison him, and keep using your strongest attacks such as Odin, Aqualung, or even use Trine against him. Just stay away from Beta (fire elemental). Keep your defense going, heal with White Wind, and the Materia Keeper should eventually fall. His Cure2 should only postpone his inevitable

;______

Grab the Counter Materia it was 'keeping', and exit Mount Nibel.



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Rocket Town

When you're back on the world map, head west to walk around the mountains, and then walk north until you reach a small town with a rocket. They called it Rocket Town due to lack of inspiration.. or perhaps because it does kinda suit the town.

The first two houses are the weapon shop (left) and the Inn (right). The Weapon store also sells some accessories and Gold Armlets should you want some. The house on the very left of the town holds nothing in particular. The house with the old man standing in front of it is the Item Shop. First talk to the old man several times and look at the rocket with him. He'll give you the Yoshiyuki, a special sword for Cloud. It only has 2 slots, but it can be extremely powerful. The thing is, for every party member KO, the sword powers up. If one character is KO it deals 2x the normal damage, and if 2 characters are KO'd it deals 3x times the normal damage. There will be a good use for this sword later.

The Item shop also sells the Barrier, Exit and Time Materia. I personally wouldn't buy Barrier if you already have the Big Guard enemy skill. Exit is optional too as far as I'm concerned, but it might be useful if you escape often. Time is useful, if you haven't got it already.

Go back outside and enter the house all the way to the right. In the back you can find a Power Source in a chest. Now enter the remaining house at the upper part of town. You can find a Drill Arm in the chest. Enter the back- yard through the other door. What's that.. a plane? A woman called Shera spoils the fun and tells you to speak with the Captain if you want to borrow it.

(Fort Condor Note 8:)

Before doing anything else, exit the Town once you've checked out the Tiny Bronco in the backyard. It's a LOONG trip back, but the reward is decent: You'll get the 'Super Ball' which is actually the Superball, a non-slot high power weapon for Yuffie. Of course, you have to fight another battle for this, duh, nothing comes for free!

The Captain is busy in his rocket, so head to it, and climb it. After speaking with him, go back to the town, and into Cid's house (with the Tiny Bronco). A bunch of scenes will happen. Go back outside and you'll see Rufus and Cid talking.. after which Shera will call you back inside. Go to the backyard and you'll have to fight .. fat ass Palmer.

Palmer is only a nuisance standing between you and the Tiny Bronco, so quickly kick his big butt to get him out of the way.

Name: Palmer (Level: 38)	Nullifies: Gravity
HP: 6000	
MP: 240	Status Effect Weaknesses:
Exp: 1800	Poison, Stop, Slow, Paralyzed,
AP: 98	Darkness
Gil: 5000	
Drops: Edincoat(100%)	



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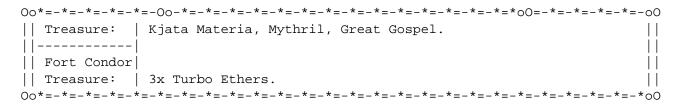
Now the Tiny Bronco suddenly starts flying.. what the hell? So let just climb up too.. watch the scene and afterwards welcome Cid to the party. He's one of the best characters in the game, in my opinion. You can now do many optional things, as described in the following section.



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Optional things with the Tiny Bronco



The Tiny Bronco is no longer worth the name plane. It can be used as a boat, but it can only 'sail' in shallow water. After the scene, you will have landed near the continent of Wutai. We'll get to that soon.

It's possible for you to go to Bone Village with the Tiny Bronco. You'll get here quite soon too, actually, but you can get some useful items that you might want a bit sooner. Bone Village is located on the north continent. If you bring up the large map you shouldn't have a problem finding it. You'll just have to sail all the way around either the western or eastern continent to reach the beach where you can get off.

In Bone Village, talk to the digging man near the entrance. He has some useful information regarding where you'll want to go. The guy sitting near the small building sells things. The best thing you can buy from him is probably the Rune Armlet, which is the best Double Materia Growth armor in the game. The Diamond Bangle is better in terms of defense, so you may want to buy it as well. Just depends on what you prefer, though I stick with the Rune Armlets.

You can go up, and enter the forest. Go deeper and in the next screen (with view from top) pay attention. You'll notice a red orb appearing/moving on the right or left side of the screen. Stand on either side and when it appears quickly run to it and grab it. If you fail, wait for it to come around again. You'll receive the Kjata summon Materia. Don't go any deeper in the forest, as you'll only get lost. A note about Kjata: This is a multi elemental materia. It causes Fire, Ice and Lightning damage, which means that if an enemy absorbs any of these, the whole damage is absorbed. Same for nullify or halves. It's powerful, but only when you use it right. Go back to the world map.

Head over to the single house south of the Gold Saucer.. remember? You can use the river running through the western continent to get there faster. This weapon dealer knows a great deal about the Keystone.. but he sold it to Dio, the owner of the Gold Saucer. You can also sleep here for FREE, if you check out the bed. He's also looking for some Mythril. If you've got it already you can skip the next two paragraphs.

Remember the sleeping man in the cave on the eastern continent? If not, I'll refresh your memory: There is a cave behind a river on the west/northwest of the Mythril Mines, which you might've noticed earlier. You can reach it by using the buggy to cross the shallow part. You can't access it with the Tiny Bronco. In the cave is a sleeping man who will tell you either how many times you've fought battles, how many times you have escaped, or that large materia needs high level materia.

What use is this to us? If the last two digits of the number you have fought are the same, the man will wake up and give you an item. If the numbers are odd (11,33,55,etc) you will get the Key Item 'Mythril', which will be useful later. If the last two numbers are even (00,22,44,etc) you'll get a Bolt Ring, which is an accessory that nullifies all Bolt attacks.

Get the Mythril and go back to the Weapon Seller's house. Give it to him, and he'll let you open up either the small box upstairs, or the large box downstairs. The large box holds a Gold Armlet, the small one is Great Gospel, Aeris' her final Limit Break. Needless to say, go for the small box. You might also want to take your time to um, well, teach Aeris this Limit Break. It's a very good one.



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You can also check out an other new continent, the one in the south east consisting of a few small islands. You can get really good experience, AP and gold from the creatures here, especially Sea Worms on the beach. You can also steal Dragon Scales from them, a hard hitting item. Do whatever you please, but remember that overleveling takes away the challenge somewhat. Speaking of items, you could also steal a few more Right Arms from Bombs (on the bridge of North Corel, near the Gold Saucer, remember?). This item can be of good use soon.

You can also get Cloud's final Limit Break Omnislash if you really wanted to, from the battle square at the Gold Saucer.

(Fort Condor Note 9:)

This one's available as soon as you get the Tiny Bronco, so sail to Fort Condor.

The reward for the 8th battle are three Turbo Ethers.

While we're at it, now's a good time to go to Wutai, the most western continent. Read more on the next page.



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Final Fantasy VII Guide - Walkthrough

Wutai Sidequest

Note: The Wutai Sidequest can be done on Disc 1 & 2. After you parachute into Midgar on Disc 2, you can NOT do this quest anymore. The Wutai Pagoda quest can always be done, even on Disc 3.

Before you attempt this optional quest, which you are likely going to do after you've just gotten the Tiny Bronco, make sure you've got a decent supply of Hi-Potions, and perhaps Ethers and Tents. You'll soon enough find out why. Head over to the large stretched continent to the west. Get off the Tiny Bronco by the southern part, on the beach. Walk to the large bridge and you will be interrupted by Yuffie.. After a short scene you'll be forced to fight an Attack Squad. They're not as easy as they should've been.. not in the least place because.. your materia is missing! Yuffie stole your materia so now there's no going back.

Now that your materia's gone, you can change your equipment to balance things out at least somewhat. Give Cloud the Yoshiyuki, which is very powerful when allies get KO (x2 power for one KO, x3 power for two KO). Give Red XIII the Seraph Comb. For all other characters, give them the weapon with the highest attack rating. If you already did the Temple of the Ancients, then give them the non-slots weapon, which is ideal for this part.

Walk over the two bridges, and then walk under it by going south, down, and then though the valley to the north. Walk over another bridge, and continue until the tip of the continent where you'll reach the town Wutai.

You'll spot Yuffie right away. Walk after her, and cross the two bridges. Before you enter the building with the big pot next to it, read the sign. It tells you about the Turtle Paradise Flyers which you have probably been reading. Enter, and watch the scene. You won't have to fight the Turks this time around. Exit the building, and go up across the bridge. From here, go northwest to a different part of town.

Enter the house on the right. In the bedroom you can choose to sleep (for free), and you can also find a secret entrance on the left which takes you to a chest holding a Magic Shuriken. Now go to the right part of the house. In the first room is another secret entrance that leads to a chest with a Hairpin (a non-slot weapon for Red XIII). After getting it, talk to the man on the floor in the next room several times. Turns out it's Yuffies father, Godo, who you've been stealing stuff from in his house. But yeah.. his daughter did steal your materia, so it's fair. Don't bother following Yuffie as it's a dead end.

Head back to the first part of town. Enter the house next to the Save Point, and grab the MP Absorb Materia from the chest.. which is stolen from you right away by Yuffie! At least you spotted her again. Go back outside, and enter the house that's next to the entrance of Wutai. Here, talk to the people inside.. Something's fishy. Check out the screen on the left.. and you'll have found her. After she gets away, go back outside and head to the Turtle Paradise Pub, you know, the building with the large pot next to it.. Speaking of the pot.. is that thing moving? Check it out, and smack it 3 times. After the scene, you'll be at Yuffie's place.

Follow her downstairs, and while you're here, check out the 6th Flyer for the Turtle Paradise contest (and possibly the last if you read all you could so far). Talk to Yuffie, and flip either lever. You could've known.. she fooled you ..again! Free your party members with the lever again, and go back outside.

Go back to the other part of town, on the northwest. Here, check out the large bell on the left and ring it to reveal a



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secret door (lots of secret things around here for sure). Enter, and watch the scene.. Grab the Swift Bolt and Elixir from the chests, and go upstairs. After the scene, you'll be forced to fight another attack squad. Also note that this is the room Yuffie disappeared in, so now you know how she did it. Go back outside and talk to Reno, who'll give a clue as where to Corneo might be.

Go back to the save point, and save your game (if you wish). Here, put at least Barret in your party.

Head north, to the Da-Chao statues. Follow Reno & Rude. At the first intersection, go up. There, walk around the head of the statue to the next screen. Talk to Rude, and follow him inside the cave. There, grab the Dragoon Lance, an extremely good weapon for Cid at this point. 8 slots (unlinked though), and 66 atk. Go back outside, but remember this cave for later. Go all the way south to watch a scene and fight the next boss..Rapps.

Rapps can be extremely tough since you don't have any material to rely on. A surefire strategy to win is to bring Barret – Limit Ready on Level 1 – and use Mindblow at the start of the battle. This will deplete Rapps' 300 MP, and therefore removing his deadly Aero3 ability that would otherwise do your party in. Pummel the boss with Limits and attacks, and use healing items if necessary.

Name: Rapps (Level: 39) HP: 6000 Status Effect Weaknesses: MP: 300 |Stop, Slow, Darkness Exp: 3200 AP: 33 Gil: 20000 Drops: Peace Ring(100%) Steal: ---Attacks: Aero3 [1 Enemy, Mag Atk, Cost=50MP, 1762.5 Base Damage]; Wing Cut [1 Enemy, Phys Atk, 526 Base Damage]; Scorpion's Tail [1 Enemy, Phys Atk, Can inflict Poison, 526 Base Damage] Strategy: This is a tough boss, with no real weakness. Problem is that you don't have any materia. I suggest you build up your Limit Breaks before this fight so you can pound away at the start. Use Mindblow with Barret to deplenish Rapps MP, to prevent him from casting his deadly Aero3 that can cause well over 1500 damage to a character, usually killing them. Cloud can deliver good damage, especially with the Yoshiyuki and KO'd party members. If you have the Spider Web item, use it to Slow Rapps. If you have any Right Arms or S-mines, this is the time to use them for good damage. With the Limit Breaks and those hard-hitting items, you should be able to beat Rapps. An other strategy is to start the fight defensively. Have everyone in the back, and only use healing items or Defend. Revive dead party members immediately with Phoenix Downs. Keep this up for a while and Rapps will eventually run out of MP for Aero3. One casting costs him 50 MP, so he can use

After you've beaten Rapps, watch the scene. Afterwards, Yuffie'll give your Materia back. Your Materia setup will be seriously screwed, so you'll have to rearrange everything back yourself. Oh well, at least you got it back, and you'll also get the MP Absorb Materia back. You'll be on the world map after the scenes.

it up to 6 times. Even after he runs out, be aware of his Scorpion's Tail.

This can poison you, and it's sometimes used twice in a row.

Now would be a good time to learn the enemy skills Magic Hammer (from Razor Weed on the green plains), and Death Force (from Adamantaimai, the turtle on the beach). Magic Hammer drains 100 MP from the enemy and gives it to the caster. Extremely useful. Death Force grants immunity to Sudden Death spells for the remainder of the battle



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or until the character is KO'd. You can also steal Adaman Bangles from Adamantaimai's, an armor with an extremely high defense rating, but with only two slots.

Go back into Wutai and walk north from the entrance, into the house next to Yuffie's. It's full of cats, but the upstairs is no longer blocked by a cat (like it used to be), so you can now go up and grab the HP Absorb Materia that's inside the chest.

Also stop by the Turtle Paradise Pub, if you've read all the 6 Flyers thoughout the world, AND the contest sign outside the pub. If you did, talk to the owner behind the counter and he'll give you your reward: a Power Source, Guard Source, Speed Source, Magic Source, Luck Source, and a Megalixir. Nice!

Also check the local weapon store again. They're willing to sell things to you now. The weapons are decent, so buy what you need. Then go northwest to the other part of town. Rest up at Godo's house (on the right) if you wish. There's also a pagoda to the north.. But that's a different quest.



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Final Fantasy VII Guide - Walkthrough

The Wutai Pagoda

Note: The Wutai Pagoda quest can always be done, even on Disc 3. You obviously must have recruited Yuffie, however.

Have Yuffie in your party and go to the Wutai Pagoda. Here, she must face several opponents in order to climb the Pagoda and attain the power of the Water God. Or something like that. Simple said, it's time for a boss fight.

Name: Gorki (Level: 30) |Nullifies: Earth, Gravity |HP: 3000 |Weakness: Wind MP: 150 |-----Status Effect Weaknesses: Exp: 1500 AP: 50 |Poison, Stop, Slow, Paralyzed, Gil: 0 Darkness Drops: X-Potion(100%) Steal: ---|Attacks: Barrier [1 Ally, Mag Atk, Cost=16MP, Inflicts 100% Barrier]; Regen [1| Ally, Mag Atk, Cost=30MP, Inflicts 100% Regen]; Reflect [1 Enemy, Mag Atk, Cost=30MP, Inflicts 100% Reflect]; Demi2 [1 Enemy, Mag Atk, Cost=33MP, Gravity| Element, Damage=Target's HP/2]; Dive Kick [1 Enemy, Mag Atk, Damage = MaxHP/4] Strategy: This can actually be a pretty tough fight. Start the battle with |Haste (or Big Guard for Haste). His damaging attacks are all based on your HP and can't really be defended from, except for Demi which you could counter by Elemental-Gravity in your Armor. Deplete his MP with Magic Hammer immediately so he can't cast Regen and Reflect, making the battle harder than it has to be. His Magic Defense is really high, so even your stronger attacks won't be as powerful. Still, Odin, Beta and Aqualung do decent damage, along with Limit Breaks. Keep your HP up, and you'll win.

And up to the second floor we go. Here you'll face Shake. Heal up first.



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Steal:	'
Attacks: Beak [1 Enemy, Phys Atk, 28	84 Base Damage]; Rage Bomber [1 Enemy, Phys
Atk, 710 Base Damage, Can inflict Fu	ry, Used as Counter Attack]
Strategy: An easy fight. Open with E	Big Guard, then make sure you keep your
Barrier up. His Rage Bomber hits har	d as a Counter Attack, so heal after it.
Otherwise, just kick his ass with ha	ard hitting spells and summons.
'	

Now you're going to face Checkov on the third floor. Don't forget to heal. Also equip Yuffie with the Jem Ring, to prevent getting paralyzed.

Name: Checkov (Level: 34) |Nullifies: Gravity HP: 5000 |-----MP: 210 |Status Effect Weaknesses: Exp: 1500 Poison, Stop, Slow, Paralyzed, AP: 50 Darkness Gil: 0 Drops: Ice Ring(100%) Steal: ---Attacks: Absorb [1 Enemy, Phys Atk, 296 Base Damage]; Stare Down [1 Enemy, Mag Atk, Cost=5MP, Causes 100% Paralyzed] Strategy: The Jem Ring takes care of Stare Down, so all you need to do is get his HP down. This can be annoying due to his Absorb attack that keeps draining your HP. Put Big Guard up as usual, and pound away. Poisoning him helps somewhat too, as does slowing or stopping him (if you can already).

Next is Staniv, on the fourth floor..heal up first.

Name: Staniv (Level: 36)	Nullifies: Gravity	
HP: 6000		
MP: 240	Status Effect Weaknesses:	
Exp: 3600	Poison, Stop, Slow, Paralyzed,	
AP: 50	Darkness	
Gil: 0		
Drops: Elixir(100%)		
Steal:	·	
Attacks: Ironball [1 Enemy, Phys Atk, 385 Base Damage]; Iron Attack [1 Enemy,		
Phys Atk, 770 Base Damage, Used as Counter Attack]; War Cry [1 Enemy, Mag Atk,		
Cost=4MP, Causes 100% Sadness]		
Strategy: *Laughs* Geez, this guy is your bitch, seriously what is this wussy		
doing all the way up the fourth floor? Him and Gorki should change places or		
something. All he does is use a physical a	ttack, so keep up Big Guard and kill	
him off.		
1		



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The last boss is Godo.. Yuffie's father. He starts the battle right away, so come prepared.

(Perfect Game Note 15:)

You'll probably want to wait with beating Godo until you've got all 4 Enemy Skill Materia's. That way, you can get Trine on the remaining one's that don't have it yet. Godo's the ONLY way to learn Trine on ALL Enemy Skill Materia's. And for a perfect file, you'll need that.

|Name: Godo (Level: 41) Normal: Gravity |-----| HP: 10000 MP: 1000 Status Effect Weaknesses: Exp: 5000 Poison, Stop, Slow, Darkness AP: 60 |Gil: 40000 Drops: All Creation(100%) |Steal: ---Attacks: Beast Sword [1 Enemy, Phys Atk, 337 Base Damage]; Drain [1 Enemy, |Mag Atk, 193.5 Base Damage]; Cure2 [1 Ally/Enemy, Mag Atk, Cost=24MP, 1286 Base Healing, Used as Counter Attack when under 40% of Max HP, Used on Yuffie when she us under 20% of Max HP]; Trine [All Enemies, Mag Atk, Cost=20MP, Lightning Element, 1096.5 Base Damage]; Sleepel [1 Enemy, Mag Atk, Cost=8MP, Can inflict Sleep]; Mini [1 Enemy, Mag Atk, Cost=10MP, Can inflict Small]; Bio2 [1 Enemy, Mag Atk, Cost=36MP, Poison Element, Can inflict Poison]; Demi3; [1 Enemy, Mag Atk, Cost=48MP, Gravity Element, Damage = HP * 3/4] _____ Strategy: Well, Godo has one major weakness, and that's gravity based attacks. Go ahead and use Laser on him (or Demi). After a bunch of casts, finish him off with Beta or other strong attacks. Watch your HP though, and make sure you cast Big Guard when things get rough. You can also poison him.

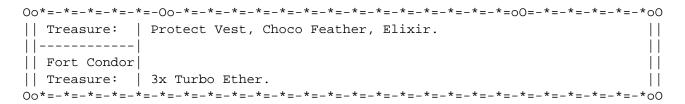
For beating Godo you receive All Creation, Yuffie's final Limit Break, and the Leviathan Materia. For now, that's all there is to do in Wutai.



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Final Fantasy VII Guide - Walkthrough

The Keystone and the Date



The Battle Square battle is rather lengthy and tough, and requires preparation in order to stand a chance to win.

Make sure to select the least fearsome handicaps, as this is vital to your success.

Go to the Gold Saucer and enter the Battle Square. Here, walk up the stairs and go to the right to Dio's Show Room. The Green Orb is the Keystone. Dio comes in, and flexes his muscles.. he will let you have it if you fight in the battle arena for him. If you manage to beat all 8 battles, you also receive the Protect Vest and Choco Feather. Your best bet of winning is to put Cloud in the back row, give him a Counter Attack materia, the best armor and sword you've got, limit break ready, Enemy Skill Materia, and a stock of good healing items, and hard-hitting items like Right Arm, Bird Wing (from Tornadu's on the beach near Bone Village), Dragon Scales and the like. Equipping the Adaman Bangle on Cloud may also help you. It'll be rather tricky and it may require a few resets if you're really going for the extra prizes. Either way, when you've got the Keystone, attempt to exit the Gold Saucer..oh noes! Looks like you're stuck.

After the scenes you'll get a visit from either Aeris, Tifa, Yuffie or Barret. Yes, any of them can come to your room, although Aeris is the easiest. You'll go on a date of some sorts, with many scenes. It's a great deal of fun, so enjoy it. Note: If you want(ed) to alter the outcome of the date I advise you to check out section {M1.6}, which has the mechanics of how to get whom.

After the date, you'll spot Cait Sith.. with.. what the hell!!! Quickly follow him in the Battle Square, then Speed Square, Wonder Square and lastly Chocobo Square. After the scene you at least know who the darn spy was. When you can control Cloud again, check the cabinet for an Elixir. Head down and watch the scene. From now Aeris is coming with you for sure, so select one other party member and you're off to the Temple of the Ancients, which is east of the Gold Saucer, according to our spy. (I would've burnt his stuffed body)

(Fort Condor Note 10:)

Yep, now that you've gotten the Keystone, it's time to do another battle here. Your reward for the 9th battle will be three Turbo Ethers again.



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Final Fantasy VII Guide - Walkthrough

The Temple of the Ancients

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Treasure: Trio	dent, Mind Source, Silver Rifle, Turbo Ether, Rocket Punch,	
Luc	k Plus Materia, Morph Materia, Nail Bat, Princess Guard,	
Rib	bon, Trumpet Shell, Megalixir, Bahamut Materia, Work Glove, \mid	
Drag	gon Armlet(Boss Reward), Gigas Armlet(Boss Reward).	
Fort Condor		
Treasure:	X-Potion.	
00*=-*=-*=-*=-*=	-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-	C

The Temple of the Ancients is located quite a bit south of Junon, and southeast from Fort Condor. It's on an island with a pyramid-like figure sticking out of the forests. It's not very hard to spot. Enter, and after the scenes, you'll be in the Temple itself.. and you won't be able to get out anymore, so make sure you're prepared.

When you gain control of Cloud again you'll find that you're in a large maze which seems hard to navigate in. It's alot easier than your first impression will tell you though.

Start exploring. Ignore the first stairs, they lead nowhere. Instead, walk further and take the stairs down. Here climb the vines down, and walk to the right underneath the large stairs. Inside the chest you can grab a Trident. From the chest, ignore the stairs on the upper part of the screen, and head right. Climb the large vines. You can try entering the doorway, but it's sealed, so walk further. The strange person is who you'll want to follow. Walk the stairs. First climb the large vines, and grab the Mind Source that is on your way. Then enter the doorway the person also went though. After the scene he can sell you some basic items, heal you, and even save your game. The chest on the right holds a Silver Rifle.

Go back outside, and climb the vines back down. Go down underneath the door- way and grab the Turbo Ether. Now walk down the large stairs, and follow the path until you can climb the little vines down. The chest there holds a Rocket Punch. Follow the path and climb the vines up. Walk underneath the hallway in front of cloud, then walk right, down the stairs, and climb the large vines to reach the 'Lucky Plus' Materia, which is the Luck Plus Materia. Go back and follow the path where the other ancient went.

You'll now be in a room with large rolling boulders that have the shape of a 'U'. This requires precise timing so that Cloud will come under the open part of the boulders, then run quickly a bit further so you Cloud can be under the next open part of the boulder. Quickly run up to the purple pool when you've reached the end of it. Here, make SURE you grab the Morph Materia, as this is the only time you can get it. After the scene that the pool shows you, walk further to the next screen.

You'll now be in the fabulous Clock Room. You can move the hands of the clock so you can get across the many rooms here. I suggest you move them manually so you can get to all rooms. You can't control the hand of the seconds, but if you're walking over that one can push you off. If you do this you'll get into a battle, but you can also get the Nail Bat from the chest. When you exit the room, you'll be at the previously sealed door. From there, head to the Clock Room again.

There are many treasures to be found, and although optional, I suggest you get them. Move the hands of the clock so you can get to all rooms. Here's what they all lead to:

I = Enemy Encounter (Toxic Frog X2, Jemnezmy)

II = Dead End

III = Enemy Encounter (8 Eye X2)



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IIII = Princess Guard

V = Ribbon

VI = Puzzle with doorways

VII = Trumpet Shell VIII = Megalixir

IX = Dead End

X = Rolling Boulder Room

XI = Dead End

XII = Temple Exit

To proceed with the game you'll need to go to VI. Equip someone (Cloud) with the Ribbon, which is one of the best accessories in the game. In the next screen you'll have to solve a puzzle of some sorts.

(1)(9)
(2)(4)(3)(6)(4)(1)(5)(8)
(6)(5) (7)(2) (8)(7) (9)(3)

This is a lame attempt at an ASCII map, I know, but it can do the trick. There are 9 doorways, and I've numbered them 1-9. The first number represents the door's number. The second number resembles where you came from. So if you go through door 7, you'll come out of door 8 (hence the second number at door 8 is number 7). You can also jump down where the dots are, or basically the left side of the screen. To get back up, you'll have to take a door. Now check which door the person you're following took and walk into the door you expect him to come out from. In this particular come out of. The chest on the lower left holds a Work Glove. After opening the door, say open sesame and go through. After the scene you'll have to fight Red Dragon.

A big Red Dragon assaults the team from out of nowhere. Fortunately, it doesn't have a lot of HP. Make sure you avoid fire based spells!

IName: Red Dragon (Level: 39) INullifies: Gravity I IHP: 6800 IAbsorb: Fire I IMP: 300 I IExp: 3500 IStatus Effect Weaknesses: I		
IMP: 300 I IExp: 3500 IStatus Effect Weaknesses:		
lExp: 3500 IStatus Effect Weaknesses:		
1		
IAP: 200 IPoison, Slow, Paralyzed,		
lGil: 1000 Darkness I		
IDrops: Dragon Armlet(100%)		
ISteal:		
Morph:		
Attacks: Dragon Fang [1 Enemy, Phys Atk, 1387.5 Base Damage]; Tail Attack [1		
IEnemy, Phys Atk, 693.75 Base Damage]; Red Dragon Breath [1 Enemy, Mag Atk,		
1930 Base Damage]		
IStrategy: This boss isn't the hardest in the game, but can still pack a punch.		
IStart the battle with Big Guard and keep this up. Poisoning him can help, as		
Ican slowing him or paralyzing him. Stay away from Fire, so no Kjata either (ifl		
lyou even have it yet). Aqualung does decent damage so repeat that along with 1		
lOdin. Stay healed and you should be able to beat him fairly quickly due to hisl		
llow HP.		
''		



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Give Cloud the Dragon Armlet, and pick up the Bahamut Materia that the Red Dragon dropped (or perhaps transformed into). Walk to the right and inspect the floating temple. During the scene, agree with Cait Sith. Exit the area, and heal up at the ancient on the left. I also suggest saving your game, and giving someone the Bahamut Materia (preferably the one with the highest Magic, probably Aeris). Now go back to the clock room. You can only go to room XII now.

(Perfect Game Note 16:)

Before you go into room XII, give her an armor and weapon that's not unique. That means no Princess Guard, Umbrella, etcetera. You can give her Materia though, along with an Accessory. You know why this all is needed.

In room XII, you can't just exit through the door, oh no. It's time for one big, badass boss battle. In fact, one of the hardest bosses lies around the corner. Walk over to the door, and the battle with Demon's Gate begins.

Demon's Gate is regarded by many players to be one of the toughest bosses of the game. This video shows you that this solely depends on your strategy. Use the Enemy Skill ???? when you're low on HP yourself, use the newly acquired Bahamut Summon, pummel the creature with Limit Breaks, and throw some expendable, non-unique weapons at it with the Throw Materia. See how long it lasts now!

Name: Demons Gate (Level: 45) |Halves: Earth HP: 10000 |Nullifies: Gravity, Poison MP: 240 |-----| Exp: 3800 |Status Effect Weaknesses: AP: 400 Poison, Slow, Darkness Gil: 4000 Drops: Gigas Armlet(100%) Steal: ---Morph: ---Attacks: Falling Rocks [1 Enemy, Phys Atk, 1762.5 Base Damage; Cave-in [All Enemies, Phys Atk, 1410 Base Damage]; Petrif-Eye [1 Enemy, Mag Atk, Cost=12MP, Causes 100% Slow-numb]; Demon Rush [All Enemies, Phys Atk, 2215 Base Damage] ______ Strategy: Start the battle with Big Guard, immediately followed by a casting of your newly acquired Bahamut.. Ah, such power. Unfortunately, that is the only magical attack that can inflict serious damage as it's the only one available with the armor 'piercing' ability. All other summons, magic, enemy skills, or magic items will do very little damage because of his grand Magic Defense. Limit Breaks like Climhazard and Meteorain do wonders in this battle, but you can't solely trust on those. Be SURE to keep your HP and defense up with Big Guard and White Wind. The only way to seriously damage Demons Gate is to use items like Right Arm and S-mine (physical damage items), or.. to Throw weapons using the Throw command! Yes, this can inflict 1000 damage per/ throwing, so if you have any weapons that are NOT unique and that can be bought easily, throw them at him for good damage. If you keep this up you should be able to beat him. His Petrif-Eye attack is perhaps his weakest attack, as you can cure this with a simple Soft or White Wind casting.

After the battle a whole bunch of scenes will occur. Pay attention to the story, until you find yourself awakening in Gongaga. Exit the town, and find the Tiny Bronco on the beach south of Gongaga.

(Fort Condor Note 11:)

Yep, after the Temple of the Ancients, it's time to do yet another battle here. While the game says you don't get



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anything (gives a tiny blank text box), you receive 5 X-Potions for winning this 10th battle.



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Final Fantasy VII Guide - Walkthrough

Bone Village, The Sleeping Forest & City of the Ancients

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Treasure:	Kjata Materia(unless you already got it), Water Ring,	
	Magic Source, Aurora Armlet, Guard Source, Elixir,	
	Enemy Skill Materia, Comet Materia.	
Key Items:	Lunar Harp.	
Bone Village	(At this time): Lunar Harp, Mop, Buntline, Megalixir,	
Treasure	Elixir(infinite), Turbo Ether(infinite), Ether(infinite),	
	Potion(infinite).	
Fort Condor		
Treasure:	5x X-Potion, 5x X-Potion.	
00*=-*=-*=-*=	*************	*00

Head to Bone Village, which is located on the northern continent. You can get off at the beach nearby. You may have been here before, but now is the first time you can actually dig for items. It's a mini-game of some sorts, and a pretty uncovered one so far. I will cover every aspect of it, but not in the walkthrough. There's a special section for it. Anyway, you will want to get the Lunar Harp first, as you need it to proceed with the story.

Talk to the man sitting in the doorway, as he's in charge. The basic principles of digging are easy. There are several spots that hold treasure, however you don't know where those spots are. In order to find out where the spots are, you place 1 up to a max of 5 diggers with the square button. Then you ignite the bombs, after which the diggers will all face the direction where (one of) the spot(s) is. Where their line of view crosses, that's where the spot is. The Lunar Harp is located on the upper level, slightly right of the smoke coming out of the building. You can basically skip the whole 'placing diggers' part and just mark that you want to dig there. The next morning you can grab the Lunar Harp from the chest near the entrance.

There are several other treasures to be gotten in Bone Village, including 1 Mop, 1 Buntline, 1 Megalixir, and infinite Elixirs, Turbo Ethers, Ethers and Potions. Later, the Key Item 'Key to Sector Five' can also be dug up, but not right now. If you're interested in digging all these treasures up, refer to the special Bone Village section. I will, however, explain a trick here on how to get infinite Elixirs (for free) fairly easy now.

To stock up on Elixirs, just talk to the leader and skip placing diggers and igniting bombs, until you have to mark the spot. Now, do you see the F-16 aircraft? The nose of it lies on the ground. Position Cloud so his head touches the top of the aircraft's nose. This is the place you want to dig for many Elixirs. Mark it, and check the chest afterwards. Nothing in it? Don't worry.. there won't be an Elixir in it every single time. Your chances of getting an Elixir are about 1 out of 7 tries. I find it fairly decent, especially seeing how an Elixir is a rare item, and getting so many of them now already isn't done very often. Don't forget to skip placing diggers, as you don't need them to find the spot. Enjoy yourself.. when you're done, enter the Sleeping Forest.

Walk to the next screen, which has a view from the top. The Lunar Harp is automatically used, and you can go further north. Note: If you haven't gotten the Kjata Materia yet, do so now. The red orb will quickly disappear all the time, so be quick grabbing it.

(Fort Condor Note 12:)

Yeah, right after you wake the Sleeping Forest with the Lunar Harp, this battle is available. Again, while the game says you don't get anything (gives a tiny blank text box), you receive 5 X-Potions for winning this 11th battle.

Head north to the next screen. Walk under the tree trunk to the chest, that holds a Water Ring. Then go back and



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walk through the tree trunk to the other side. Note: In this area you can find Boundfats. From this enemy you can steal, win, or morph Dazers, an item that inflicts the status 'paralyzed'. This is the only item that does this, so it has it's uses on many times..Grab some if you want. In the next screen enjoy the view and walk to the end. You'll be on the world map in the corral valley between the Sleeping Forest and the Forgotten Capital, also known as City of the Ancients. Enter.

You'll come at an intersection right away. Head left to find a house with a save point and a chest that holds a Magic Source. Then head out, and walk further to a next screen. Walk downstairs here to find a chest with an Aurora Armlet inside. This is a great armor for this time in the game. Head back to the intersection and head right. Enter the first house to find a Guard Source. In the second house you can find an Elixir in the chest, and an Enemy Skill Materia behind the upper bed. Take your team members their advise and take a nap.

(Fort Condor Note 13:)

This battle is available after the nap. It's still possible to just exit the City, so don't worry. Again, while the game says you don't get anything (gives a tiny blank text box), you receive 5 X-Potions for winning this 12th battle.

When you wake up, go back to the intersection and walk all the way north. Enter the building, and grab the Comet Materia at the very top. Proceed down the blue shining stairs in the middle. Mr. Fish is no longer there. Walk down the large crystal stairs, and save your game if you wish. Also, equip someone with the Water Ring.

Walk up to the stone steps.. Then walk to Aeris..talk to her until a scene occurs and you will have to fight Jenova-LIFE.

Immediately after the emotional scene, the team has to fight Jenova*LIFE. If you equipped one of your party members with the Water Ring, then you can essentially not lose this fight.

Name: Jenova-LIFE (Level: 50) |Weakness: Earth HP: 10000 |Nullifies: Gravity MP: 300 Absorb: Water Exp: 4000 AP: 350 |Status Effect Weaknesses: Gil: 1500 |Slow, Paralyzed, Darkness |Drops: Wizard Bracelet(100%) Steal: ---Morph: ---Attacks: Blue Light [1 Enemy, Mag Atk, Cost=8MP, Water Element, 472.5 Base Damage]; Blue Flame [1 Enemy, Mag Atk, Cost=12MP, Water Element, 540 Base Damage]; Aqualung [All Enemies, Mag Atk, Cost=34MP, Water Element, 1755 Base Damage]; Reflect [1 Ally, Mag Atk, Cost=30MP, Causes 100% Reflect]; ______ Strategy: If you equipped the Water Ring you can't lose, since all her offensive attacks are water based. Cast powerful summons like Bahamut, Odin and Kjata, and continue with Beta. Stay away from Aqualung, it'll heal her. |Keep Big Guard up as usual, and heal with White Wind or whatever you want.. In| fact, you can also cast Magic Hammer on her 3 times(before she casts Reflect though!) and she won't have any MP for her attacks. If she did cast Reflect, DeSpell it first.

After the sad scenes you'll have reached the end of Disc 1. If you have been playing from the first Reactor till here, I'd say..Get a freaking break! Yeah, there are always people who try stuff like that, right..? After changing the disc, you're supposed to head north.



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Final Fantasy VII Guide - Walkthrough

Coral Valley Cave & Icicle Inn

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Treasure:	Viper Halberd, Bolt Armlet, HypnoCrown, Megalixir, Magic Plus
	Materia, Power Source, Hero Drink, Vaccine, X-Potion,
	Turbo Ether.
Key Items:	Glacier Map, Snowboard.
Fort Condor	
Treasure:	3x Elixir.
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(Fort Condor Note 14:)

This battle is best done right now, since the further you continue with the story, the harder it gets to return to Fort Condor. The reward for this 13th battle are three Elixirs. It's also shown in-game that way.

(Perfect Game Note 17:)

While it is often said that you can't get certain items anymore on Disc 2, this isn't entirely true. It's true however that the further you go, the less likely you're to return to the world/tiny bronco, so that you will eventually get past a long series of events. And after those events you won't be able to get the items anymore. So, it's a good time now to get whatever you needed to. A quick list of things:

o Umbrella (Speed Square Gold Saucer), only can get 1, won at 5000 points. o 99 Mythril Clips (bought in Junon) o 99 Four Slots (bought in Costa Del Sol-bar)

o 99 Shotguns (bought in Rocket Town)

Yes, that'll cost quite some money.. in fact, it'll cost about.. 514800 gil. Whoa! You can almost buy TWO villa's for that money, I hear you thinking. True, but the villa won't go anywhere.. and these items will. Where to get the money? Head to the beach of Mideel, the southeast continent, and start to Master your 'All' Materia's. Put them in double growth weapons. One 'All' sells for 1.4 million, so you won't need to worry about money after that.

The buggy will also disappear, as will the Tiny Bronco, but the Tiny Bronco doesn't have any special location it can go to.. The buggy does: The Corel Prison. There are two enemies here: The Land Worm and the Cactuar. The Land Worms can be morphed into a Fire Fang. The Cactuar is very rare, so if you want a chance to see/ beat it, do so now. It also only appears there. It's got a twin brother somewhere else, but those are named Cactuer (note the 'e').

If you're not doing a Perfect Game you must be thinking along the lines of what the hell you could all do/go for in this game. And you're right, it's insane. Oh well. Head north like Sephiroth did.

Here, walk around the shell by going to the left, then around it to reach the chest with a Viper Halberd in it. Then proceed up the steps, which Cloud will automatically take. Walk to the top of the spiral shell and enter the cave on the left.

In this section, more treasures reside. Climb up the second crack first, and choose either right/left, then climb up further to get the Bolt Armlet from the chest. Now climb down, head right, climb down the other crack, and grab the HypnoCrown from the chest. This is a unique accessory that increases your chances of manipulating an enemy, given it's possible in the first place. Climb up more to grab the Megalixir in the chest on the upper right. Head left from here to climb up another crack. Climb down the ladder on the left to reach the Magic Plus Materia. Give this to someone, it's useful. Now climb the ladder up and exit the screen on the right. Well, guess what, that's already the



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end of the cave. Grab the Power Source from the very obvious placed chest and exit to the world map.

Lots of snow around here, eh? Walk all the way west, then north a bit to reach Icicle Inn.

Here, check out the house on the nearby left. This is the weapon shop, who sells rather decent weapons. Go in the house on the very right with the snowman. In here, you can grab the Key Item 'Glacier Map', and also a Hero Drink and Vaccine(two rather rare and useful items). Now go to the Inn, also located on the right, and head upstairs. Grab the X-Potion in the left corner, slightly visible through the window. Also head in the house on the upper left. You can watch video's here that will explain more about the story, or you can just grab the Turbo Ether when you go downstairs. Go back outside, and talk to the man up north. When you do, Elena and more Shinra Soldiers will show up. After a scene, avoid her 'grand punch' and head to the house in the middle with the dog. Talk to the kid here and he'll lend you his snowboard. The fact that you'll never bring it back doesn't matter.

When you're all set, head north and talk to the man again who can teach you how to snowboard. It's pretty basic controls, nothing hard. Proceed with the mini-game.

In this mini-game, you'll come across two intersections. Depending on which side you take, you'll land on a different location. Also see below.

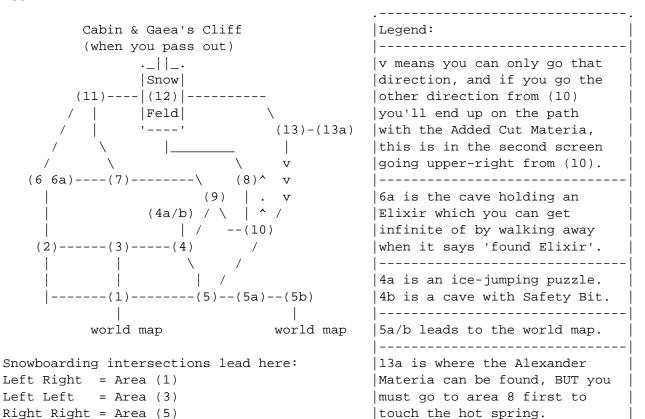
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Final Fantasy VII Guide - Walkthrough

The Great Glacier

Right Left = Area (9)

ASCII-MAP:



Alright, well, you're probably going to need this ASCII-map, because the Great Glacier can be confusing at times. However, once you've been here for a bit, you'll see that it's in fact quite easy to navigate. First, some notes about the Great Glacier:

- · You can't walk around forever. Cloud and the team are walking in blizzards with temperatures well below zero. After a while, Cloud passes out. When this happens, you'll be rescued and taken to Mr Holzoffs Cabin, all the way north. From here, you can easily continue the story, but if you want to go back for more items, you'll have to follow the map. For passing out, time in random battle doesn't count, nor does time in the menu.
- The numbers on the map are areas that have something 'special' to them; A single tree, a hot spring, etc. When you go from area to area, you will notice that you're walking up, down, right, left, and it doesn't seem to make sense.



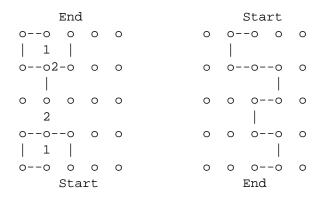
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And it doesn't most of the time. Just see these icy passages as passages, and nothing more. They tend to mess up your feeling for direction, so try to ignore it as much as possible.

Here's a brief description of every area. The numbers of the map are kept true to the Bradygames guide, which I slightly used to compile the map, but that as a side note. The areas:

- (1) Entrance of the Great Glacier, it has a sign saying 'Ice Gate'.
- (2) It has a single sad tree, and a small rock-bridge that leads you across.
- (3) Has many trees, and also holds a well hidden Mind Source at the top, somewhere in the middle.
- (4) The upper part consists of ice with a worthless Potion. The lower half shows some pine trees. Going northwest leads to 4a, where you can do a small puzzle. This is the solution, borrowed from Alex' FAQ. All proper credits go to him. The cave holds a Safety Bit as treasure. The number 1 means you need to jump in that direction first, followed later by 2.

To the Cave: Back out again:



- (5) Many large rocky walls, both left and right. The cave is 5a/b which lead to the world map.
- (6) White, crystal looking area with view from above. The cave in the middle holds an Elixir. When the game says 'Received Elixir!', don't press circle, instead just walk out of the cave. When you go back inside, you can grab it again for an infinite stock (if you want to).
- (7) A tree serves as a bridge here.
- (8) This is the place with the hot spring being on the left. The steam coming off indicates it's indeed warm there. Hmm.. warm. I'd take a bath there right away!
- (9) Only a single pine tree stands here.
- (10)The screen with an intersection of four paths in total. The upper right path leads to screen 8, and never to screen 13. If you go south from screen 13 you will come out of here, though. The path on the upper left also leads to area 8. To find the Added Cut Materia, take the upper right path, and check the second screen well. The Materia lies on the right side. On the map, it's the section of the dot.
- (11)Looks like a mountain trail, snowy. There is a Moai Stone Face hidden near the rocks on the upper left side of the screen.



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(12) This is the Snow Field (feld, field, at least it fits in). The wind changes here, so you have to place landmarks while walking to indicate what direction you were coming from. In the middle of this field is a cave with an All Materia. Yeah, I know. Crappy.

(13)This can only be accessed from the snow field if you head east from there.

In the cave you can find 'Snow', and battle her if you touched the hot spring at area 8 first. Your reward will be the Alexander Materia. And yes, you can do this even on disc 3 if you wanted. The same holds true for all other Great Glacier items. Tip: Make sure you steal a Circlet from Snow (or any Snow enemy). It's a GREAT accessory that increases your Magic and Spirit(Mdefense) by 30!

So you're after the elusive Alexander Summon Materia, aren't you? Well, it can be a little tricky to find, but if you follow this video you won't have any problems finding Snow. Just make sure you already touched the hot springs in one of the earlier areas.

When you've grabbed the items you want, go to Mr Holzoffs House (by collapsing, for example).



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Final Fantasy VII Guide - Walkthrough

Gaea's Cliffs

From the Cabin, head north. Here, climb up. When you reach a cliff, tap square repeatedly to get Cloud's body temperature around 37-38 degrees. Just climb up all the way until you get inside the cave. Also note that this is a 1-time only area. Any treasure you miss here cannot be gotten again, ever. Same holds true for the enemy skill Trine. The Stilva enemy (looks like a red version of the Materia Keeper boss) has Trine, but also Magic Breath, an other enemy skill which is VERY powerful. Equip protective gear versus ice, or fire, or lightning and you should be safe from the attack. Still, very useful to learn.

(Perfect Game Note 18:)

In Gaea's Cliff, you must morph Stilva's or Evilheads into 99 Holy Torches. Or, if you plan to use the W-Item trick later on, just 1. Good luck! Also note that it is possible to get Holy Torches from the Battle Square Stilva later on, but that will take much more time if you're not planning on using the W-item trick.

In the icy cave, head north to the next area. Here, go left, then south to the previous area, except you're on the upper level now. Head right over the ice bridge, and walk further to the right through the wall, to reach a secret room holding a Ribbon. Give it to someone, as it's good. Head north and grab the Javelin from the chest on the right. Then proceed through the doorway on the left.

Did you know you can grab a second Ribbon from a chest here? Now you do.

In this next screen, walk through the tunnel to reach a boulder. Kick it and it'll remove an obstacle. Backtrack to that area and go through the tunnel that was previously blocked. Head to the exit on the right, and from the next screen also head to the exit on the right to get outside.

You'll have to climb up like before, except this time around there are dead ends. The first time given a choice go up, the second time head right. The rest is rather straightforward. You can also encounter Marlboro's on any outside area in Gaea's Cliffs. They usually just attack with Frozen Beam, but they also rarely use Bad Breath, an enemy skill that causes many bad status effects. Learn it, as it's useful! May take some time though .. also equip your Ribbon(s).

In the next cave, save your game at the save point if you wish, then go to the right. Here outside, walk around the right to a ledge inside with many icicles. First, grab the Fire Armlet from the chest on the right. Every time you walk to an icicle you have to battle it along with 4 bats. A single casting of Beta does the trick. Don't jump down just yet, first beat them all so they all come down. Grab the 'Last Elixir' from the chest on the left and exit/re-enter the area so you can jump down (it's faster than walking back).

Now you can grab the Speed Source from the chest on the left. Don't forget to grab the Elixir in the lower right corner of the room, in a chest. Also, more importantly, you can get across to continue your journey. Back outside, grab the 'Enhance Sword' from the chest, and continue the path until you get to climb up more (yay). Just choose to go up all the time and you'll reach the next cave. Here, touch the pool near the save point to get fully healed. This is a very nice training spot if you want to gain levels. You can also encounter Blue Dragons here, which are rather strong, but always drop a Dragon Armlet, a decent piece of equipment. Before you head to the next hallway, equip your party with the Aurora Armlet/Fire Ring, Fire Armlet, and the remaining person with Dragon Armlet and a Fire Ring or Ice Ring.



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When you're almost at the end of the next hallway, you'll get attacked by a Schizo! Meaning, a big, badass two headed dragon.. yipes!

This two-headed dragon is an extremely ferocious beast that packs quite a punch. Make sure you use your best attacks and steal the Protect Ring from the Right hald of Schizo.

Name: Schizo Left (Level: 43) Absorb: Ice HP: 18000 MP: 350 |Status Effect Weaknesses: Exp: 2200 Darkness AP: 120 Gil: 1500 Drops: Dragon Fang(100%) Steal: ---Morph: ---Attacks: Left Breath [1 Enemy, Mag Atk, Cost=10MP, Ice Element, 1089.375 Base Damage]; Double Breath [1 Enemy, Mag Atk, Cost=10MP, Fire/Ice Element, 1711.875 Base Damage]; Tremor [All Enemies, Mag Atk, Cost=8MP, Earth Element, 778.125 Base Damage, Used as Counter Attack every 6th hit]; Final Attack Breath [All Enemies, Mag Atk, Lightning Element, 1400.625 Base Damage] ______ Name: Schizo Right (Level: 43) Absorb: Fire HP: 18000 MP: 350 |Status Effect Weaknesses: Exp: 2200 Darkness AP: 120 Gil: 1500 Drops: ---Steal: Protect Ring Morph: ---Attacks: Right Breath [1 Enemy, Mag Atk, Cost=10MP, Fire Element, 1089.375 Base Damage]; Double Breath [1 Enemy, Mag Atk, Cost=10MP, Fire/Ice Element, 1711.875 Base Damage]; Tremor [All Enemies, Mag Atk, Cost=8MP, Earth Element, 747 Base Damage, Used as Counter Attack every 5th hit]; Final Attack Breath [All Enemies, Mag Atk, Lightning Element, 1400.625 Base Damage;] ______ Strategy: First of all, I suggest stealing the Protect Ring from Schizo (Right). It's a great accessory. Start the battle with Big Guard. Schizo is a rather tough boss, but if you come well equipped (with protection from Ice, Fire, Lighting and Earth) it shouldn't be so hard. Alexander does high damage, as does Bahamut, Odin, Aqualung, and Comet. Pound away, keep your defenses up, your HP high, and hope nothing goes wrong. Be prepared for his Final Attacks when a head dies, as they inflict 1000 damage to everyone. On a side note, I found it useful to press Select during the battle to have the extra info menu come up, so I knew which side was right/left. Alternatively, you could just keep on casting Magic Hammer on both heads until they run out of MP/Skill Power. The only attack left will be their Final Attack. Cheap, but effective.



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You could head back to heal up/save, or just continue ahead. On the next screen, just climb your way up to the Crater.



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Final Fantasy VII Guide - Walkthrough

Whirlwind Maze

(Perfect Game Note 19:)

Get used to walking up/down on this screen. You need to steal 98 Gigas Armlet's from Gigas (purple giants) here. The only bright side is that you have gotten one already from Demons Gate. It's possible to encounter Gigas in the battle square too, but that is WAY slower than here. You also MUST win Earth Mallets from him. 99 if you don't use the W-item trick, and otherwise just one. I really, really wish you luck. I know from experience this takes a long while. If you're also doing a no-escape game you'll also have to cope with the Grenades. To prevent getting highly damage give someone the Protect Ring, and put everyone in the back. You can also use Defend to cut the damage down.

Note: If you're also following the Max Natural HP/MP challenge, things get rough here. In fact, you may get stuck here a very long time. Also, if you go further, Tifa will join up, so if you don't want this, don't go ahead just yet. I suggest you keep two characters dead all the time to prevent them from getting exp. More tips are in the special section for this.

Walk down the crater. You can steal a Gigas Armlet from the purple giants if you want to. It may seem crappy, but it does increase your STR by 30 points!

In the next screen, Tifa will join you if she isn't already in your party. Continue to the left. In the next screen, also continue walking to the left and pick up the Red Orb.. the Neo Bahamut Materia, and give it to someone. You can also save your game here. Walk further left to see a small scene. In the next area, inspect the two cloaked people to find a Hi-Potion and an Ether. As Cloud says, you can't walk through the whirlwind when the wind blows strong. You have to wait for it to calm down. If you fail you'll have to fight a Wind Wing enemy. Proceed further.

In the next screen, just follow the path, picking up the Kaiser Knuckle from the chest along the way. There are, by the way, many interesting enemies around here. Funny looking, rare, and only available here. Be sure to give them a good look. Dragon Riders and Killbins can be morphed into Mind Sources, if you have the patience for that. Proceed to the next screen up north.

Here, you'll have to get past the whirlwind again, but to make things more difficult, there is an extra flow that will always kick you out. Proceed to the next area north, but before you do equip Fire protective gear.

Jenova*DEATH is a pushover if you're well protected against Fire. Pummel the enemy with strong magic, summons and Limit Breaks for a swift victory.



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After the battle, choose either Red XIII or Barret to give the Black Materia to, then talk to Tifa to continue. Don't forget to grab the MP Turbo Materia that Jenova Death left behind. Grab the Poison Ring from the chest when you continue to the north.

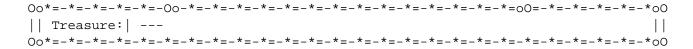
In the next screen, things get even trickier to get past the whirlwind. Now you must also dodge and time the lightning that strikes down in a certain rythm. When you get to the far north, it's time for a large amount of scenes and you can sit back most of the time. Sometimes walk a bit, talk a bit. Enjoy the great FMV's.



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Final Fantasy VII Guide - Walkthrough

Escape from Junon



After many scenes, you'll wake up having boobs! Oh wait.. you're controlling Tifa now. Talk to Barret, and after the scene, you've switched to Barret. Just follow the soldier, you can't do anything else except use the Save Point in the next screen. When you get to the gas room, you'll get a scene first. Afterwards, fight the Attack Squad with Barret and Cait. After that, check out the door and more scene's will happen.

The Planet's in crisis and WEAPON attacks Junon. Could things get any worse? At least this video provides you with some neat eye candy.

After a while you'll be able to control Barret again. Team up with Cait and go out the room. From here, head right, and outside. At the end, talk to Yuffie (in reporter disguise). In the next screen, head up the elevator (you can still walk during the sequence, saving you from encounters). After the scene, you'll have control of Tifa. Don't worry, though. The gas probably smells awful, but it won't do you any harm (or Tifa can hold her breath insanely long). You can take as long as you'd like. And at least the guard dropped that key. To get Tifa out, first grab the key. How to do that? With her feet, arms, and head! There are two combo's that will get you out.

In order for Tifa to free herself you need to follow the moves in this movie. Otherwise, check the buttons written in this guide.

- 1) Press: X, X, Triangle, X Triangle, Triangle Circle, Circle... or:
- 2) Press: X, X, Triangle, X Triangle, Square Triangle, Square.

Go to the orange light in the corner, and push the button to stop the gas. Try and open the door, and a cutscene will start. Now all you have to do is climb down with Tifa (note that even if you are really slow, the soldiers never catch you), and then run to the end of the cannon. Here you'll get into a little slapping game with Scarlet, after which you'll get another scene.. and not just a scene, you get the friggin Highwind too!

The most epic bitch fight ever.

Check the inside, walk down, and head in the cockpit. Here, talk to Red XIII Barret, and Cid. Then talk to the trainee pilot. After that, go to the Operation Room and talk to the crew member to form a party, or Save/Heal. Go back to the Cockpit and talk to the Pilot to take off. Yahoooray!



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Final Fantasy VII Guide - Walkthrough

Flying High: Optional things with the Highwind

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Treasure: Elemental Materia, Fullcure Materia, Elixir, Magic Source,	
Fourth Bracelet, Guard Source, Enemy Skill Materia,	
Quadra Magic Materia, Chocobo Lure Materia.	
10*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*	-*00

Since you've got the Highwind now, I really suggest you go do some fun stuff now.. I mean, why wouldn't you? You've got FREEDOM! The Highwind can fly around the whole world, but can only land on green, grassy areas. That means no dirt, no forest, and no desert. You can go to many places, just not everything.. yet!

(Fort Condor Note 15:)

This is the last optional battle to do here.. they'll say you've missed 5 battles but that's due to sleepyhead Tifa who slept for 7 days. The prize for this last optional 14th battle is again 3 Elixirs, if you did everything else.

First of all, many shops have re-stocked their shops with different or new items. Many shops at Fort Condor, Junon, and Costa Del Sol sell different things than they did on disc 1. Also, if you've got the 300000 gil, you may as well buy the villa in Costa Del Sol and turn it into 'Villa Cloud'. This will likely require you to sell a Mastered All Materia for 1.4 million gold.

Now fly over to Nibelheim and head to Tifa's Piano. Inspect the Piano. If you chose to play the piano in the flashback and you said you 'jammed on it', then you'll now receive the Elemental Materia. That's all there is to do in Nibelheim now.

Now head to Cosmo Canyon. Enter the Item Shop on the far right, and go behind the back. This was blocked off at first. Now you can grab the Fullcure Materia, along with the Elixir and Magic Source.

Fly your boobs over to Rocket Town now. Note how the music changed from the 'Wall Market theme' into this music now. Anyway, that's not what you came for. Head into the weapon store and grab a Fourth Bracelet from the chest in the other room. This is a rather good armor, although the Magic Defense from armor is NEVER used from any armor. So ignore that.. your Mdef will always be based on just your Spirit Stat. It's still a good armor for now. Now go to the Item Shop (with the Old Man outside) and grab a Guard Source from the room behind. Both shops have changed what they sell somewhat, by the way.

Now fly over to the northern continent. From the exit of the Corral Valley Cave check out the house on the northwest from here, which is surrounded by mountains. Lucky for you it's possible to land here. Talk to the Green(!) Chocobo there who'll give you an Enemy Skill Materia, which should be the fourth and last one. You can also talk to the guy who is the 'Chocobo Sage'. This guy has the worst memory ever (although he certainly does remember to keep his prices SKY HIGH for greens/nuts!). If you come back after having fought between 3 and 6 battles, he'll be able to tell you another chunk of info. This is useful for later on, if you're interested in Chocobo Breeding.

From Cosmo Canyon, fly to the south from there, and you should be able to locate an island called Cactus Island. You can land on the grass, and fight Cactuers in the desert. The reason to come here is that they can be morphed into a Tetra Elemental, an accessory that absorbs Fire, Ice, Earth and Lightning. The Cactuers pack a punch with their 1000 Needles attack that always does 1000 damage, and their normal 'Mystery Kick' that can do around 750 damage. They are also very hard to hit, in fact you only have 1/8th chance you can hit them normally with physical attacks. Fortunately, there are ways to morph them easily. The Cactuers are level 40, so if you cast the Enemy Skill Level 4 Suicide on them they'll instantly have very low HP. You can now do two things:



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You can manipulate them, making them an easy target for morphing, or you can paralyze them using the item Dazers (gotten from Boundfat enemies in the Corral Valley, just north from the Sleeping Forest). Either way works just fine. I suggest you get 3 of them, for whenever you want one for any party member.

Now fly pretty much to the other side of the world map, to the islands on the northeast of the eastern continent. In the forests here you can encounter Goblin enemies. You can learn the enemy skill Goblin Punch from them (which costs no MP to cast, and does alot of damage if your Lvl and the enemies' Lvl are close to each other). You can also get the Zeio Nut from them, which may be of good use to you later during chocobo breeding.

(Perfect Game Note 20:)

Now is also a good time to go to Wutai and defeat Godo. Make SURE you've got all Enemy Skill Materia's that DON'T HAVE Trine equipped on Yuffie, to make sure you learn Trine from him. It's your last chance to learn it.. now all 4 Enemy Skill Materia should have Trine!

There's another optional thing to do, and it involves exploiting a glitch of some sorts. I never have any problem with doing this, but if you do, just skip the next paragraph.

Fly with the Highwind to the east of the Chocobo Ranch and spot the Cave. Follow the dirt path from the cave until you see a cliff that leads to a grass area. This is the spot you need to be at. The trick is to fly/land the highwind near the cliff so that when you land, you'll actually be on the dirt area leading to the Cave that's normally still unreachable. To do this, face the Highwind south, and use Square Directional buttons to move it around. When nearby the ledge, press X to land, and also hold the Up/Left buttons along with L1. If done correctly, you'll be next to the ledge on the dirt area. It's kinda tricky, but give it a few tries and I'm sure you'll be able to pull it off.

It's glitch time! I'm sure you'd like the Quadra Magic Materia for free, in just a mere minute, wouldn't you? Well, you can, actually. Check out this video.

You can go to the Chocobo Ranch and grab the Chocobo Lure Materia if you walk a bit to the right of the fence. You can even start catching Chocobo's now, but I won't go in-depth here. If you want more info, head to the chocobo section. While you're here, make sure to buy at least one Mimett Greens for soon.

This is all you can do for now. The Gold Saucer's closed off, so there's not much else to do than to continue with the story.



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Final Fantasy VII Guide - Walkthrough

Mideel

This video shows you where Mideel is located, and it also shows you how to get the rare Curse Ring.

Mideel's a quiet little town, but it does hold several secrets. Let's start exploring. First of all, you'll want to check out the shops on the right. They sell rather decent equipment/items, plus you'll come across a crazy costumer who wants to buy everything from the shops. Be SURE to talk to her in every shop. Also talk to the baby white chocobo, and give it your Mimett Greens. Then tickle it behind the ears and you'll receive the Contain Materia.

(Perfect Game Note 21:)

Make sure to talk to the crazy woman in every shop. This is crucial for later, when she'll have the items the shops used to have. You definitely want to be able to buy from her, or you may not be able to get 99 of the items. And of course, if you're missing these shops, it's another factor holding you from a perfect file anyway. Also get the Cursed Ring.

In the weapon shop, be sure to inspect the door. Apparently you can't open it, but you must inspect it anyway before you can do the rest of this mini-quest. Now walk over the wooden bridge to the left. There's not much inside the Accessory shop, but there's an item to be found near the man. Nearby on the left you'll hear a screeched sound. Inspect it and you'll get the 'Beat-Up Useless Old Key'. Now head to the weapon shop and try the key on the door in the back. Tell the truth to the owner and you'll receive the Cursed Ring! The Curse Ring is a good accessory that increases your stats like this: Str 35, Mag 25, Dex 15, Vit 15, Spirit 15, Luck 10. However, at the start of the battle you'll automatically get Death Sentenced, meaning the equipped character dies within 60 seconds. You can easily counter this by casting 'Death Force' on the character.

Now talk to the dog and a scene will happen.. looks like you've found Cloud.. alive and..! Well, not really kicking. After more scenes, Cid's chosen as new leader. Go to the Operation Room to form your party, then take off with the Highwind.

Just go back to Mideel, and head into the house with the two men nearby. Here you can grab an Elixir from the bed. It doesn't really matter what you say, and both responses are funny (Cid's the man!). Now exit the town.



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The Huge Materia: Corel and Fort Condor

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	Treasure:	Ultima Materia, Catastophe, Phoenix Materia,	
		Imperial Guard(Boss Reward).	
-			
	Key Items:	Huge Materia #1, Huge Materia #2.	
00	*=-*=-*=-	*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*	-*=-*oC

Head over to North Corel, and walk all the way back to the Reactor. Here you'll have to fight against the Attack Squad. After that, you'll come after the train and you have to alternate between the levers using the Up Triangle buttons. When you've caught up, you'll be on the train. You'll get a fixed encounter on every wagon of the train. On the 1st you'll fight a Gas Ducter.. just use something short and powerful on it, like Trine or Magic Breath. Same for the 2nd wagon, except there are 2 Gas Ducters now. On the 3rd wagon, you'll encounter a unique enemy, so I'll give it a little section:

This lengthy video shows the entire Corel Train Mission.

Wolfmeister:

Info: This guy looks pretty tough, but he isn't too hard. He's weak to water, so the quickest way to beat him is to keep using Laser, and then Aqualung on him.. He has 10000 HP. On the 4th wagon, you'll encounter another unique enemy:

Eagle Gun:

Info: FIRST OF ALL, STEAL the unique armor 'Warrior Bangle' from him. Then kill it off with Laser and then Magic Breath. It's got 17000 HP, so this could take the longest of all battles..

The last enemy you'll have to fight is a single Attack Squad guy. After this, you must stop the train. There are several ways to do this, but this'll do the trick (press the buttons simultaneously): Up Triangle, Down X, Down X. At North Corel, depending on how good you did, the following happens:

- 1) If you stopped the train, you'll receive the Huge Materia, and get the Ultima Materia for free.
- 2) If you jumped onto the other train, but never got it to stop, you won't get the Huge Materia, and you have to pay a whopping of 50000 gil for the Ultima Materia.
- 3) If you didn't get on the other train you won't get the Huge Materia, nor the ultima Materia. You suck ass if you get this option!

Of course, you should just get the first option...I'd restart if you didn't.

After having slept at the Inn, go outside and into the building on the left. Talk to the woman with the green hat and she'll give you Barret's final Limit Break.. Catastrophe!

Head over to Fort Condor now and let the enemy reach the shack. Yes, you heard it right. Defeat the weak boss and you'll be rewarded with the Imperial Guard as a bonus on top of the Phoenix Materia and Huge Materia.

You're done here now.. so fly over to Fort Condor. Here, just climb all the way up and talk to the person in charge of the battles. This is the FINAL battle at Fort Condor. There is a better strategy than just winning the battle this time, though. If you let the enemy reach the shack, you'll have to fight a very weak boss called CMD. Grand Horn. If you beat him, he'll drop an Imperial Guard, a very good (and rare) armor. Besides, it'll count as just winning the regular battle, so you'll also get the Huge Materia. After winning, go outside and grab the Phoenix Materia. Note: If you



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happen to lose the 'boss battle', it won't be game over.. instead, you'll never be able to enter Fort Condor again. Again.. you really suck ass if you get that.

Now head back to Mideel to check on Cloud and Tifa.



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Final Fantasy VII Guide - Walkthrough

Cloud at Mideel More optional things

Walk to the clinic and talk to Tifa. After this, Ultimate Weapon attacks Mideel so it's time for a boss fight...

Ultimate Weapon is kind of a chicken Weapon, so it bails from the fight regardless what you do. Survive for a few fights, and try to steal a Curse Ring from it.

|Nullifies: Gravity |Name: Ultimate Weapon (Level: 61) |-----HP: 100000 MP: 400 |Status Effect Weaknesses: Exp: 0 |Slow, Darkness AP: 0 Gil: 0 |Drops: ---Steal: Cursed Ring Morph: ---Attacks: Quake2 [All Enemies, Mag Atk, Cost=28MP, Earth Element, 2079 Base Damage]; Claw [1 Enemy, Phys Atk, 2100 Base Damage]; Ultima Beam [All Enemies, Mag Atk, Cost=40MP, Hidden Element, 2079 Base Damage]; _____ Strategy: Start the battle with stealing the rare Cursed Ring. There are only two of these in the game, and this is the second. Then quickly cast Big Guard and do whatever you want. Ultimate Weapon can't be defeated, and flees after several turns. You can however deplete his HP more for later. If you want to defend yourself from Ultima Beam, you could put an Elemental Materia, paired |with ANY Materia that has no element (like independent materia) in your armor.|

After the battle, a large amount of scenes will take place. Eventually you'll be running around with Tifa in some memories. First head up to 'Nibelheim', then left to the well, then right to Tifa's room, and then up again. After all this, and then some more scenes, you'll have Cloud and Tifa back in your party, alive and kicking ass again!

Mideel's destroyed, and the shops won't have much left to offer you.. however the crazy costumer on the right part of the area has the items the shops used to have .. if you talked to her in the corresponding shops, that is. If you talked to her in just the weapon shop, then that's all you're gonna be able to buy.

There are a few more optional things you can do at this point. First of all, head to Bone Village. Here, ask for a search (doesn't matter what, except no Lunar Harp.. duh). Now just skip placing diggers and planting bombs, and walk to the upper level. Here, stand near the ledge, in the middle between the smoke and the campfire. Mark the spot, and the next morning grab the Key Item 'Key to Sector 5'.



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Now that you have that, why not visit Midgar again? The guy outside seems to have lost his key.. ah.. well it's yours now! Enter Midgar. If you go inside the church you can witness a glitch of Aeris. Head to Wall Market and go to the store that says 'Item'. In here, try and use the machine to receive the Premium Heart, Tifa's Ultimate Weapon. A funny scene will happen if you have Cid and Tifa in your party.

Now head to the weapon store up north. Talk to the guy who sold you the batteries and he'll offer you a new bargain cough sucker cough. He'll sell you the Sneak Glove for a whopping 129000 gil. It's a great item though, as it increases your stealing chances by alot.. so you can't get around it if you want to have it. When you get this, exit Midgar again. Or you can go on a massacre and waste all the weak enemies around here that used to bother you before.. heheh..

Head to Nibelheim with Tifa in your party, and go to Tifa's piano. Here, play the tune like before: X, [], Triangle, R1 Triangle, R1 [], X, [], Triangle, R1 X, O, X, [], X, and press start to end. You'll receive Tifa's Final Limit Break, Final Heaven.

The Gold Saucer also re-opened, which means you can do Chocobo Races now, and also breed Chocobo's. Again, I won't go in-depth here. More info is at the special section.

With Chocobo breeding, you can get to the 4 special materia caves, which hold the Quadra Magic, Mime, HP(-)MP, and famous Knights of the Round Materia. Just thought I'd mention that. Also see section {OPT-7.16}.



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Final Fantasy VII Guide - Walkthrough

The Underwater Reactor

Well, back to the story again. Head over to Junon and give the soldier guarding the elevator on the left 10 gil (The guy's really underpaid, I guess.. geez!). Ride the elevator up, and go to the main street. Cloud will mention that the large cannon is missing. Walk all the way out of the street until you get to a grey passing corridor. Walk to the end of it (it would've been fun to wipe out the whole squadron with a spell like Beta though...) and enter the elevator.

In the elevator you'll have to fight 2 Submarine Crews, nothing serious. Walk out and fight 2 more. You can't get past the dog now. Walk down a couple of halls and save your game at the save point if you want to. Ride the elevator down, and walk down another hall. You'll now be in the underwater reactor halls so walk to the end of them and ride the elevator down by pushing the button on the left. Here in the reactor you'll see some activities on the background. Walk all the way to the left, and save your game. Exit the hall to another with more shinra marines. You can steal a Shinra Alpha armor from the beige ones, a decent piece of armor. Now walk through the last hallway, and you'll face Carry Armor when you reach the subs..

Carry Armor can be a nuisance if you're rather low levelled, but if you bring Ultimate Weapons/Limits to this fight it will be over fairly quickly. Use attacks that damage all parts of Carry Armor and keep up your defenses.

```
|Name: Carry Armor (Level: 45) | Weakness: Lightning
                                   Nullifies: Gravity, Poison
| HP: 24000 [10000 for each arm]
MP: 200 [100 for each arm]
                                       |-----|
Exp: 2800 [1400, 1500 for the arms]
                                      Status Effect Weaknesses:
AP: 240 [95, 90 for the arms]
Gil: 4000 [--- for the arms]
Drops: God's Hand
Steal: ---
Morph: ---
Attacks: Lapis Laser [All Enemies, Mag Atk, Cost=10MP, 1875 Base Damage];
Damage Attack [1 Enemy, Mag Atk, 562.5 Base Damage, 100% Counter Attack];
Arm Grab [100% Imprisons Character]; Arm Punch [1 Enemy, Phys Atk, 624 Base
Strategy: Carry Armor is often regarded as being one of the hardest bosses in
the game.. Due to him grabbing your characters which will be flagged dead, and
his Lapis Laser that deals 1500 damage to everyone, I can understand. If you
use Magic Hammer on him twice though, this battle is over before it's actually
begun. If you don't want to be cheap, have Big Guard up, and attack with your
best summons, Magic Breath, and Bolt3, and heal with White Wind.
```

After the battle, grab the Battle Trumpet from the chest on the left, then approach the other submarine. Here, grab



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the Scimitar from the chest, and MAKE SURE you grab the Leviathan Scales from the chest more on the left. If you miss this Key Item, you'll regret it, same as the Scimitar. This is the first of the two TRIPLE materia growth weapons. It's for Cid.

Now enter the sub, battling the marines while passing though. Once you're on the bridge, you'll come across your parading/posing buddies.. which I always take hostage. They'll be thankful, although it doesn't get you anything. Doing the battle does nothing in particular either. Now check the manual, then start the mission.

For the mini game, all you really need to know is that Square fires your torpedo's, with Triangle you can speed up, and with X you can slow down. You start behind the red sub, so quickly align yourself behind it, and fire a crap load of torpedos in it. After a few salvos it'll be toast. If you manage to lose sight of the red sub, you'll have to deal with yellow subs as well. Try using R1 for an overview to find the red sub quickly again.

After the game you'll have a new vehicle, the Gray Shinra Sub! Note: It's also possible to get the Red Submarine. In order to do this, lose the battle (wait a freaking 10 minutes), then go back to Junon and go through the door where the dog used to be. This whole thing means you can never get the Huge Materia, though, so I advise you not to.

Go back to Junon again, and ride the elevator up. Check out the airport on the right, and exit Junon again. looks like you were a little too late.



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Final Fantasy VII Guide - Walkthrough

The Gelnika and other optional things

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$\mid\mid$ Treasure: \mid Heaven's Cloud, Megalixir, Escort Guard, Double Cut Materia, $\mid\mid$
\parallel Conformer, Megalixir, Spirit Lance, Hades Materia, Outsider, \parallel
Highwind, Death Penalty, Chaos, Oritsuru, Steal as Well Materia.
Key Items: $ $ Key to the Ancients, Huge Materia #3.
00*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*

Now that you have the submarine, you can do some more optional things. I highly recommend doing these things as they are VERY rewarding.

WARNING: The big green creature roaming around in the sea is Emerald Weapon, one of the optional powerhouse bosses in the game. I suggest you leave him alone, seeing how he can kill you within seconds.

{OPT-7.7}

Let's start off with the Gelnika. Get in the sub, but don't submerge just yet. Sail to the south of Costa Del Sol, near the Gold Saucer. Submerge here, and you will notice a sunken airplane. Note: If you see a large green creature nearby, quickly emerge/submerge again as it'll most likely kill you off. Enter the plane by just approaching it.

In the first hallway is a save point, and a chest with Heaven's Cloud. USE this save point, as you'll find that not only the enemies in the plane are very tough, but also because sometimes when you exit, Emerald Weapon (the green creature) will be sitting in front of the Gelnika, forcing you into battle. So just save.

Some items in the Gelnika are very well hidden. This video deals with them by showing all exact locations.

Go in the door up. Here, walk across the bridge on the left, and grab the Mega-lixir from the chest on the right. Walk back, and go to the right now. Grab the Escort Guard from the chest. Now go downstairs, and check the upper right corner for the Double Cut Materia. It should be slightly hidden behind the chest holding the Megalixir. Now go to the upper left corner and check around for a chest holding the Conformer, Yuffies Ultimate Weapon. This weapon is perfect for this area, so I suggest giving it to her. Exit the room, and go to the left from the main hall. Here you'll meet up with Reno and Rude, who aren't just about to let you have the treasure in the Gelnika's Cargo Room. Make sure you steal their items, Tough Ring and Ziedrich. They're good/rare!

Reno and Rude aren't extremely tough, but they attack fairly quickly. Poison them, use Big Guard, and steal their items before finishing either one of them off.



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|Attacks: Short Staff [1 Enemy, Phys Atk, 780 Base Damage]; Neo Turk Light [1 Enemy, Mag Atk, Causes 100% Confusion]; Electropod 2 [1 Enemy, Phys Atk, Lightning Element, 2652 Base Damage]; Name: Turks:Rude (Level: 49) | Nullifies: Gravity HP: 20000 _____ MP: 280 |Status Effect Weaknesses: Exp: 5500 Poison, Slow, Stop, Paralyzed, AP: 360 Darkness Gil: 5000 Drops: Elixir(100%) Steal: Ziedrich Morph: ---Attacks: Shoulder Attack [1 Enemy, Phys Atk, 2346 Base Damage]; Bolt2 [1 Enemy, Mag Atk, Cost=22MP, Lightning Element, 930 Base Damage]; Fire2 [1 Enemy, Mag Atk; Cost=22MP, Fire Element, 930 Base Damage]; Ice2 [1 Enemy, Mag Atk, Cost=22MP, Ice Element, 930 Base Damage]; Cure2 [1 Ally, Mag Atk, Cost=24MP, 1514 Base Healing]; Strategy: Start the battle by stealing both the Tough Ring and the Ziedrich from Reno and Rude, then use Big Guard. If you gave Yuffie the Conformer with Double Cut she'll deal fairly good damage with it. If you equip Ribbons before you start the battle, you won't get confused by the Neo Turk Light. Pound away with spells like Magic Breath, Aqualung and good summons. If you want to, you can poison them both, but it may not help much. You can also cast Magic Hammer 3 times on Rude to have him run out of MP if you want to be cheap. Interesting to note, Rude will still not attack Tifa. He will only attack her if she's the last standing, and even then he'll attack her only 2 out 3 times. Rude will never use attack magic on Tifa.

After the fight, head north into the Cargo Room. Grab the Megalixir from the first chest, then walk all the way to the end of the right to grab the chest with the Spirit Lance. Go downstairs, and grab the Hades summon materia from nearby the wrecked helicopter on the right. Look for the red orb. Now walk to the lower part of the screen to grab the Outsider from the chest on the left, and Highwind, Cid's Final Limit Break, from the chest on the right.

That's all there is to be found in the Gelnika.. as far as treasure goes. This place holds many powerful enemies that can be morphed into Sources that can increase your stats. You can get all the 6 different Sources here. The best way to do this is to give Yuffie the Conformer and the Morph materia, since her ultimate weapon isn't decreased in power when using morph. In the hallway where the turks are you'll find groups of Bad Rap and Poodler, in the Cargo Room you can find Serpents, and Unknown 1/2/3. In the other room near the entrance, you can find a mix of Unknowns. More info about stat maxing is available in a special section.

Save your game and exit the Gelnika. Emerge with the sub, and sail a bit north of Costa Del Sol, until you get to a desert with a river nearby. Submerge, and go through the tunnel. When you get to the end, emerge again and get off the sub. Go to the waterfall and enter the secret cave, also known as Lucretia's Cave. Do this with Vincent in your party. A scene will occur. You can't fight battles outside the lake here, but when you've fought 10 battles anywhere, you can come back here with Vincent to receive the Death Penalty and Chaos, which are Vincent's Ultimate Weapon and Final Limit break respectively.

Submerge again and take your sub close to Bone Village, where you should see another tunnel around there somewhere. Check it out and grab the Key Item 'Key to the Ancients'. This isn't optional.



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There is one more thing to do in the sub. Head to Junon and submerge. From here just go south/southwest to reach the downed Red submarine. You'll receive the 3rd Huge Materia from it. Now go back to Junon and hop back in the Highwind.

Fly over to Wutai and go straight to the Da-chao statues. Remember the cave with the intense flames? Well, with the Leviathan Scales you can pass through the cave, grabbing the Oritsuru from the chest, and the Steal as Well Materia from the other flames.

That's about it for now. Especially the Gelnika will be a place where you may want to return later, though...



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A Space Odyssey 1997

Head over to Rocket Town now. If you didn't get the Fourth Bracelet from the Weapon Shop, and the Guard Source from the Item shop earlier, do so now. Head to the Rocket, and as you do, Cid will join your party if he isn't already in it. Beat the several attack squads and climb up. Here you'll meet Rude again, plus an attack squad. Make sure you steal his Ziedrich, a great and rare armor!

Rude is more of a nuisance that anything, but he *can* be rather fast. Cast Big Guard and keep this up throughout the entire fight, and make *sure* you steal the Ziedrich armor from Rude – which is extremely good and rare.

Name: Turks:Rude (Level: 42) |Nullifies: Gravity HP: 9000 MP: 240 Status Effect Weaknesses: Exp: 3400 Poison, Slow, Stop, Paralyzed, AP: 80 Darkness Gil: 3000 |Drops: Hi-Potion(100%) Steal: Ziedrich Morph: ---Attacks: Bolt2 [1 Enemy, Mag Atk, Cost=22MP, Lightning Element, 540 Base Damage]; Cure2 [1 Ally, Mag Atk, Cost=24MP, 1202 Base Healing]; MBarrier [1 Ally, Mag Atk, Cost=24MP, Causes 100% MBarrier]; Shoulder Attack [1 Enemy, Phys Atk, 882 Base Damage]; Grand Spark [1 Enemy, Mag Atk, 648 Base Damage] ______ Strategy: Kill off the Attack Squad first, then make sure you steal the Ziedrich from Rude! After this, use Big Guard to cut down the damage from his Grand Spark attack. Use strong attacks to finish him off. This should be a breeze for you.

When you get inside, beat the grunt, then go inside. Here, a few scenes will happen.. and FAT-ASS Palmer launches the rocket! What the hell.. did he just awaken from his crash with the truck or what? Anyway.. you'll now have to go to the right and climb up to the Huge Materia. You'll have to imput a code in order to unlock the materia.. This code is O, Square, X, X. Cid will also give hints if you try to unlock it on your own. Now go back to the cockpit, and from there all the way down until a scene happens. After that, follow Shera, and you'll get to see another flashy scene followed by some more. When you gain back control, head back to Rocket Town again and talk to the Old Man three times. He'll give you the Venus Gospel, Cid's Ultimate Weapon (now if he just gave that straight away..oh man!).



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Final Fantasy VII Guide - Walkthrough

The Key to the Ancients Diamond Weapon

First of all, you need to the Key to the Ancients (if you haven't gotten it already from the last optional section). To get this, submerge and take your sub close to Bone Village, where you should see another tunnel around there somewhere. Check it out and grab the Key Item 'Key to the Ancients'.

If you've done everything right, you should now have all 4 of the Huge Materia. However, if you failed one or more of the missions, you will not have them all. Below is a small chart to see which you get when you fail some missions:

Fail Nothing: You will have 4: Yellow, Green, Red, Blue. Fail 1 Mission: You will have 3: Yellow, Green, Red. Fail 2 Missions: You will have 2: Yellow, Green. Fail 3 Missions: You will have 1: Yellow. Fail 4 Missions: You will have 0.

As you can see, it does not matter which you failed. It does not matter if you fail to get the one at Fort Condor, or the one from the Rocket. In either case, the Blue Huge Materia will be lost to you. If you've only missed the Blue Huge Materia, you can no longer get a 'perfect' game. You can, however, still dig up Bahamut ZERO from Bone Village, if that's all you're interested in. Refer to section {M4} for this.

Now head to Cosmo Canyon and talk to Bugenhagen. You'll bring the Huge Materia upstairs. Check out the Blue Materia in particular, and you'll receive the Bahamut ZERO Materia, if you have the other two Bahamut Materia, that is. Now fly the Highwind to Bone Village and walk your way to the Forgotten Capital. At the intersection, go left, and walk all the way till the end. Here, Bugenhagen uses his green butt to fly over to a crystal. You'll have to walk around the place to reach it yourself. As you approach, more scenes will happen. When you try to leave, you'll also get another scene. Now backtrack to the Highwind.. as soon as you try to enter, Diamond Weapon rises from the sea.. Looks like you've got something to deal with. Fly over near Midgar and wait for it to come near. When you're all prepared, approach it for a boss fight.

You're going to get A LOT OF AP and Exp from this fight, so make sure you've got some good growth armor/weapons so you can take advantage of this even more.

The team tries to stop Diamond Weapon by fighting it. You can't actually defeat it, but you need to deal 30000 damage to Diamond Weapon. Use magical attacks and resort to physical attacks only when its physical immunity is lifted during the countdown.

| Name: Diamond Weapon (Level: 49) | Weakness: Lightning | HP: 30000 | Halves: Fire | Nullifies: Gravity | Exp: 35000 | Status Effect Weaknesses: | Gil: 25000 | Slow, Darkness



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Drops:		
Steal: Rising Sun		
Morph:		
Attacks: Diamond Fire [1 Enemy, Mag Atk,	Fire Element, 891 Base Damage]; Foot	
Stamp [1 Enemy, Mag Atk, 1188 Base Damage]; Diamond Flash [All Enemies, Mag	
Atk, Damage = HP * 7/8, Causes 100% Silen	ce, Only used after Countdown];	
Strategy: Physical attacks do 0 damage to	Diamond Weapon, so don't bother.	
Start the battle by stealing the Rising Sun, a unique weapon for Yuffie. Then		
get your defense going, as usual, like Big Guard. Pound away with Bolt3,		
Comet, Summons and Magic Breath. This wil	l do him in after a while, even	
though he's got 30000 HP. You can slow hi	m to make the battle even easier.	

After the battle, a few very nice FMV's will show, after which you can control the Highwind again. From this point onward, you can battle Ultimate Weapon, who will be hovering in the crater near Junon. If you wish to do this now, you can check out the special section for it. You may find difficulties doing that now, though, because Ultimate Weapon sometimes tends to go to the Northern Crater and Midgar, and you're going to both too.. for the story, that is.

You deserve some more eye candy. Well, here it is.

Fly near the Northern Crater and you'll get another scene. Once you fly over Midgar now, you'll have to do that mission.



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Final Fantasy VII Guide - Walkthrough

Stopping Midgar's Cannon!

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Treasure:	Elixir, Megalixir, Aegis Armlet, Elixir, Starlight Phone,	
	Max Ray, Power Source, Guard Source, Mind Source, Magic Source,	
	W-Item Materia, Behemoth Horn, Pile Bunker, Master Fist,	
	Grow Lance, Mind Source, Speed Source, HP Shout, Elixir,	
	Mystile, Missing Score.	
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Once you're all set, fly over Midgar. During the parachute scene you can actually make salto's with Cloud.. When you're down go to the next screen, and go down the ladder. Once down, go to the upper right first to reach a chest with an Elixir on the left side of the intersection, and a chest with a Megalixir on the right side. Go back to the start, and walk down the long stairs and climb down the ladder to the next screen.

Here, make sure to go left first, and climb up the ridiculously long ladder to find the Aegis Armlet in a chest. Go back, and head right after you've got the previously three mentioned items. The floor will break and you won't be able to go back. Head left, go up the ladder, and follow the path until you have to walk through a tube. In the next screen, grab an Elixir from the chest right, and the Starlight Phone from the chest on the left. Before you head up the stairs, climb down and enter the tube. Follow the path and climb yet another long ladder to reach the Max Ray. Backtrack and walk up the stairs. Save your game if you wish, then crawl through the tube, to the next area.

Try to head up a little, and you'll be confronted with the Turks. If you did the Wutai sidequest where Yuffie stole your materia, you'll be given the choice whether to fight them or not. I suggest you fight them, since all three of them have a rare/good item you can steal from them! Make sure to equip your Ribbons, or something else that protects from Confusion.

If you walk exactly like in this video, you can avoid the Turks altogether. I suggest you fight them and steal their great items, though.

Name: Turks:Reno (Level: 50) HP: 25000	Nullifies: Gravity Absorbs: Lightning	
MP: 200 Exp: 4500	Status Effect Weaknesses:	
AP: 450	Poison, Slow, Darkness	
Gil: 3000		
Drops: Elixir		
Steal: Tough Ring		
Morph:		
Attacks: Short Staff [1 Enemy, Phys Atk, 905 Base Damage]; Turk Light [1		
Enemy, Mag Atk, 697.5 Base Damage]; Electropod [1 Enemy, Phys Atk, Lightning		
Element, 2172 Base Damage];		
Name: Turks:Rude (Level: 51)	Nullifies: Gravity	
HP: 28000	Absorbs: Fire	
MP: 250		
Exp: 5500	Status Effect Weaknesses:	
AP: 600	Poison, Slow, Darkness	
Gil: 5000	İ	



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|Drops: Elixir Steal: Ziedrich Morph: ---Attacks: Shoulder Attack [1 Enemy, Phys Atk, 2955 Base Damage]; Grand Spark [1 Enemy, Mag Atk, 1206 Base Damage]; _____ Name: Turks:Elena (Level: 53) |Nullifies: Gravity HP: 30000 Absorbs: Ice MP: 100 |-----|Status Effect Weaknesses: Exp: 6400 AP: 800 |Poison, Slow, Darkness Gil: 7000 Drops: ---Steal: Minerva Band Morph: ---Attacks: Kick [1 Enemy, Phys Atk, 1427.5 Base Damage]; Bewildered [1 Enemy, [Mag Atk, Can cause Confusion]; Throwl [1 Enemy, Phys Atk, 1142 Base Damage]; Throw2 [1 Enemy, Phys Atk, 856.5 Base Damage]; Strategy: The reason to do this fight is to steal the Tough Ring, Ziedrich, and Minerva Band, all rare and useful items. The battle can be tricky, since there's now three of them. Start off with Big Guard and pound away with good summons and physical attacks (if you have good weapons equipped). Stay away from Lightning, Ice, and Fire attacks (including but not limited to Magic Breath and Kjata) as it'll heal them. If you keep your HP and defenses up, you should be able to pull this off. You may want to finish them off all three at once with a powerful summon, or else you'll only get the rewards for the ones with depleted HP.

Your goal is to head up, however there are some very good treasures to be found if you walk down. It's quite a walk, but also quite worth the effort. Check for chests holding a Power Source, Guard Source, Mind Source and Magic Source. The W-Item Materia is found at the very end of the tunnels.

(Perfect Game Note 22:)

Make sure you steal 99 Graviballs from Shadow Makers in the tunnels. Of course, with the W-Item Materia, life's alot easier.

With the W-Item Materia, you can duplicate any item that can be USED IN BATTLE. This excludes alot of things, like equipment. It works like this: Say you want to duplicate a Megalixir, of which you only have 1 left. Select the W-Item Command, then select the Megalixir and use it. Then move your cursor to any other item the you can use, and press O. After this, press X. You'll now have 2 Megalixirs. Press O,X,O,X..etc to get more duplicates. And yes, you only need to have 1 of an item and you can duplicate it.

Now backtrack to the screen where you fought the Turks (it has a ladder on the left), and head north. This screen has an intersection, and you can go left or right. The Shinra Building's to the right, and it has alot of great (and ONE time ONLY) treasure, so that's what I'm going to describe.

When you head right, you'll get to another intersection. The right side is just a dead-end, so head left and you'll be at Shinra HQ. If you take your time to walk the stairs (AGAIN, maybe?) you can find the Behemoth Horn, a good and unique weapon for Red XIII. Go though the main entrance afterwards (take the elevator down), and read the Turtle's Paradise Flyer No.2 if you didn't before, as this will be your LAST chance to read it. Walk the stairs up to the second floor and enter the item shop behind the green doors. You can now grab the Pile Bunker and the Master Fist from the



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two chests.

Ride the glass elevator on the first floor, on the right of the entrance, to the 63rd floor. Here, you can grab the Grow Lance from one of the rooms. Head to the 64th floor, and check out the vending machine in the upper left corner of the fitness room. If you banged on it during your first visit here, you'll receive a Mind Source and Speed Source from it. Also grab the HP Shout from the last row of lockers, which is Cait Sith's Ultimate Weapon. You can only get this NOW, so make SURE you get it. You're done in Shinra Building now, so head back to the intersection and go left this time to continue with the story. Climb up, and as you try to proceed you'll get interrupted by Heidegger and Scarlet their new weapon. Pleh...

Proud Clod may be huge, but he isn't exactly something to be proud of. It deals fairly low damage, and you can dispatch this oversized robot with a series of physical attacks from ultimate weapons.

Name: Proud Clod (Level: 53)	Nullifies: Gravity	
HP: 60000		
MP: 320	<u> </u>	
Exp: 7000		
AP: 1000		
Gil: 10000	 Status Effect Weaknesses:	
Drops: Ragnarok		
Steal:	į	
Morph:	· ·	
Attacks: Big Hand Clash [1 Enemy, Phys Atk	, 774 Base Damage]; Wrist Laser [1	
Enemy, Phys Atk, 774 Base Damage]; Knee Fi	re [1 Enemy, Phys Atk, 774 Base	
Damage]; Knee Blend [1 Enemy, Phys Atk, 77	4 Base Damage]; W Machine Gun [1	
Enemy, Phys Atk, 1354.5 Base Damage]; Beam	Cannon [All Enemies, Mag Atk,	
Cost=32MP, 1297.5 Base Damage]; Materia-jan	mmer [1 Enemy, Mag Atk, Cost=16MP,	
Causes 100% Reflect]		
Name: Jamar Armor (Level: 62)	Nullifies: Gravity	
HP: 20000		
MP: 300	Status Effect Weaknesses:	
Exp: 8000	Darkness	
AP: 1500		
Gil: 10000		
Drops:		
Steal:		
Morph:	'	
Attacks:		
Strategy: Being huge doesn't make it strong	- '	
can see, beating the Jamar Armor gives you alot of extra rewards, so I suggest		
you do so for that reason. Physical attacks with good (ultimate) weapons are		
the way to go in this battle. It works better than most magic. Especially		
Double Cut will be useful. His Materia-jam	mer attack only puts reflect on one	
character, just be careful with healing.		

Just head north afterwards. In the next screen, grab the Elixir and the Mystile from the chest. This is the best armor in the game, as it gives you sky high evasive stats which no other armor can really compare with. Save your game at the save point if you wish, and put Barret in your party (if only for a while).



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(Perfect Game Note 23:)

Steal 99 of the 8inch Cannon item, from Grosspanzer. It can be found anywhere on the screen with the save point. Of course, the W-Item Materia can come to the rescue depending on what challenge you're doing..

(Perfect Game Note 24:)

Be sure to put Barret in your party before you continue and go upstairs. His Ultimate Weapon, the Missing Score will be in a chest, but the chest will ONLY be available if you have Barret in your party. It's a 100% one-time-only chance.

Go up the stairs, and on the next screen some more. Grab the Missing Score from the chest on the stairs (the chest is ONLY available if Barret is in your party) then continue up, or go back to put Barret out of your party if you want to.

(Perfect Game Note 25:)

In this area, steal 99 Shinra Alpha's from SOLDIER:1st. You can increase your steal rates with the Sneak Glove if you've gotten it earlier.. it'll help you some. Heh.. don't you just love making a perfect file? Don't forget turning the battle speed to the max.

Follow the stairs up, and you'll finally find Hojo.. who isn't just about to give up without a fight. Time to put an end to the life of this miserable idiot who did too many bad things.

The fight with Hojo consists of three phases. Especially the third form can be powerful, and it helps to equip Ribbons to prevent status effects.

Name: Hojo (Level: 50)	Nullifies: Gravity	
HP: 13000		
MP: 250	Status Effect Weaknesses:	
Exp: 0	Darkness	
AP: 0		
Gil: 0		
Drops:		
Steal:		
Morph:	'	
Attacks: Capsule [Revives Bad Rap Sample &	Poodler Sample]	
Name: Helletic Hojo (Level: 55)	Nullifies: Gravity	
HP: 26000 (Left Arm=24000/Right Arm=5000)		
MP: 200 (Left Arm=400/Right Arm=300)	Status Effect Weaknesses:	
Exp: 0	Darkness	
AP: 0		
Gil: 0		
Drops:		
Steal:		
Morph:	!	
Attacks: Pile Banger [1 Enemy, Phys Atk, 1962.6 Base Damage, Only used when		
Right Arm is alive]; Bio Gas [1 Enemy, Mag Atk, Cost=15MP, 690 Base Damage,		
Causes 100% Poison]; Confu [1 Enemy, Mag Atk, Cost=18MP, Can inflict		
Confusion]; Sleepel [1 Enemy, Mag Atk, Cost=8MP, Can inflict Sleep];		
Silence [1 Enemy, Mag Atk, Cost=24MP, Can inflict Silence]		
Name: Lifeform-Hojo N (Level: 58)	Nullifies: Gravity	
HP: 30000		
MP: 100	 Status Effect Weaknesses:	
Exp: 25000	Stop, Darkness	
AP: 2500		



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Attacks: Absorb [1 Enemy, Mag Atk, Cost=2MP, 555 Base Damage]; Silence [1 | Enemy, Mag Atk, Cost=24MP, Can inflict Silence, Used as 100% Counter Attack | versus magic attacks]; Slow [1 Enemy, Mag Atk, Cost=20MP, Causes 100% Slow]; | Combo [1 Enemy, 4 Phys Attacks, 257.5 618 360.5 824 Base Damage, Can

inflict Poison, Darkness & Sleep];

|-----

Strategy: This fight can be fairly tough. Make sure to equip your characters | with Ribbons and other status protective equipment. The first Hojo is a joke. | Kill him and his creations will go with him. The second form is tougher. The | Arms will always revive rather quickly, so it's no use killing them off. Your | best bet is to use powerful magic and enemy skills. You may want to save your | summons for the third phase. Cast Big Guard for defense and heal with White | Wind so you'll also wipe away any status effects should you get them. The | third battle is the hardest. His combo hits hard so you'll want to keep Big | Guard going. Any magical attack is countered by Silence, though Ribbons will | prevent this. Use your best summons now. You can also Stop him, something that | both Choco-Mog can inflict as well as just the spell itself. Keep your HP's up | and do your best in beating him. after all, you're already 2/3 now. Hojo | gives a big-ass AP reward, and you get to keep his monthly salary of 6k too.

And that's the end of Disc 2 already. Yeah, Disc 1 sure was longer, wasn't it?



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Final Fantasy VII Guide - Walkthrough

The Northern Crater

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Treasure:	Save Crystal, Guard Source, Guard Source, Mind Source,	
	Magic Source, Elixir, Power Source, HP Absorb Materia,	
	Power Source, Mind Source, Megalixir, Hero Drink, Guard Source,	
	Power Source, Remedy, Elixir, X-Potion, Turbo Ether, Vaccine,	
	Magic Counter Materia, X-Potion, Turbo Ether, Mega All Materia,	
	Speed Source, Mystile, Elixir, Tetra Elemental, Speed Source,	
	Megalixir, Megalixir, Magic Source, Remedy, Shield Materia,	
	Imperial Guard, Vaccine, Hero Drink, (Command) Counter Materia,	
	W-Magic Materia, Luck Source.	
	Best Combination Duplicates of Items: Mystile, Shield Materia,	
	Vaccine, (Command) Counter Materia, Imperial Guard.	
00*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*		

Right now, you can go either through the Northern Crater, picking up many valuable treasure (and go back out the crater afterwards, which is possible), or you can do many optional things now. If you wish to do the optional things, refer to section {40}.

Climb down the ladder and walk down the rocky steps. Select that you want to go and Cloud will walk down the crater. Note: I advise you to equip at least one character with the Safety Bit accessory, as many creatures can cast death spells, some of which can kill all your characters if you're unlucky. Ribbons DON'T protect against Death.

You'll now be in the crater. If you want to go back out for any reason, you can just enter the first cave doorway and then climb up. Grab the Save Crystal from the chest nearby. This item allows you to create a Save Point anywhere in the Crater. There is only ONE of this item, and there are no Save Points in the Crater other than the one you create. Choose your point very, very carefully. I will also give tips on where to place the Save Point, and where NOT to place it.

Note: There's something called the 'Not-getting-the-Save-Crystal' glitch. This occurs if you open the chest with the Save Crystal while the animation of rocks falling down happens simultaneously. Then the text of 'Received Save Crystal!' will appear, but you can also still move around. If you exit the crater through the cave doorway, you will not get the Save Crystal in your inventory. Once you 'confirm' the text box, you receive the Save Crystal, but if you exit the screen (with the text box still displayed on your screen) then you never will. This glitch doesn't happen too often, fortunately.

Walk down the spiral path, and grab a Guard Source from the second chest. You can also learn the Dragon Force enemy skill from Dark Dragons. When you get to the next screen, you can choose to go down on the left or right side. First go down by the right side, and grab a Guard Source from the chest. Jump down, and go back on the right to grab a Mind Source from the lonely chest. Now go back up by the left side, and grab the Magic Source from the first chest. Climb up more to grab an Elixir from the next chest you pass by. The chest on the upper left holds a Power Source, and if you walk to the right from this ledge you can also grab the shiny HP Absorb Materia. Go down again by the right side, and proceed to the next screen.. can you feel the excitement? ;)

The next area looks like a little maze, but is fairly easy to navigate. Jump off the small ledge. Note: From here, you can actually go left or right again; left leads to more treasure, right leads to the next areas, eventually.

Go right first, and Cloud will drop down. Grab a Mind Source from the chest on your left. Now stand on the right end of the ledge, facing left, and jump up. Walk to the other side, and enter the cave. Grab the Megalixir from the



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chest, and go back out of the cave.

Now walk a bit to the left and you'll drop down to a lower level. The chest on the left can be gotten from here, and it holds a Hero Drink. Enter the cave again. Walk up, and grab the Guard Source from the chest. The other chest can be accessed by going through the tunnel of which the entrance can be found a bit under the chest. It holds a Power Source. Exit the cave by the top, and walk right again to drop down.

This time, drop down more, and enter the cave. Walk through the 'connecting' path, and drop down more, staying on the right side of the screen. When you're all the way below, close to the exit, take your time and consider whether this is a good spot for the Save Point. I think it is. It's at about the middle of the crater, which makes it useful for getting anywhere: The world map, and the rest of the crater. Now go down the next screen..

Whatever you do, DON'T put the Save Point in this screen. There have been many people that did, and who weren't able to climb back up at all. So just don't do it and save yourself the screwed up game you'll get. Climb down and meet up with your party members.

NOTE!: Depending on who you send down which path, you can get additional items of some very useful and rare equipment. I highly suggest you follow the directions written in this walkthrough.

(Perfect Game Note 26:)

You MUST follow the directions in order to get the very special duplicates of: Mystile, Imperial Guard, Shield Materia and (Command) Counter Materia.

- The first question that's asked is about Cloud. Send him, and everyone else to the left, EXCEPT TIFA. Send TIFA to the RIGHT.
- · Head down(left) with Cloud. Here, you'll get to another intersection. Again, the first question is about Cloud. Send Cloud down, send Barret up, send Red XIII up, send Yuffie up, send Cait Sith down, send Vincent down, and send Cid up. Now take Cloud down through the down path.

You may (or may not) have a crappy party right now, so be extra careful. It could be wise to equip Vincent and Cait Sith with the Ziedrich, if you didn't use them often before. This armor will cut down most damage in half, plus it's basically very good on defenses.

You could also give them an additional Tough Ring.

Walk down the steps, and grab a Remedy from the chest on the left. Head to the right section and walk to the chest holding an Elixir. Head down more, and grab an X-Potion from the chest on your way, a bit on the left side. Exit down to the next area.

Here, walk the path until you can to jump down (twice). If you jump off from the left, just make sure you grab the chests. The chest nearby holds a Turbo Ether. From here, head to the right and grab a Vaccine from the chest on your way. Walk to the left from here, past/behind the other path. In the 'Mako flow' you can grab the Magic Counter Materia, which is located on the nearly very left.

In the next screen, jump down to grab the X-Potion from the chest. Follow the fairly linear path down until you get to the second chest, which holds a Turbo Ether. From here, go to the left. Cloud will jump quickly to the next platform so quickly tap circle and you'll receive the Mega All Materia. This may require several more attempts. The chest on the left holds a Speed Source. Jump down below, and exit the screen. In the next screen, you'll be at the bottom of the crater. Here, DON'T go anywhere except back where you just came from again.

Backtrack all the way you came, until you are at the screen where your party members met up with each other at first, and where I advised you not to place the save point. Head to the right path now (which you sent Tifa to).

(Perfect Game Note 27:)

It's wise to equip one character (for example Cloud) with all 4 Enemy Skill Materia during this part. You could



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encounter a Dragon Zombie, which uses the Enemy Skill 'Pandora's Box' as a Final Attack. However, once it uses this Final Attack, any other Dragon Zombies will never perform this attack again due to a certain variable. I won't get technical here, but if you have all Enemy Skill Materias on (say) Cloud, all the Materia will get the skill at once. After that you'll never have to worry about missing any enemy skill again as all others can still be gotten (unless you already missed Trine from Godo..).

Walk down the spiral path and climb down at the end. Grab the Mystile armor from the chest (hooray!), and the Elixir on the ground. Walk down the last spiral to the next screen (which looks the same to me, oh well). The chest on the right holds a Tetra Elemental (of which you can get infinite through Cactuer morphing anyways). The other chest, on the left, holds a Speed Source. Go up more, and walk to the very left part of the screen to find a chest with a Megalixir. The other chest also holds a Megalixir, so be happily confused (or not) and exit the screen up north.

You'll be walking on a large skeleton of some sorts. There are no items here, so just walk down until you reach the next screen again, which is the bottom of the crater (again). Here, DON'T do anything again except exit back through the path you fist went through, which is also the exit closest by to you. Backtrack all the way until the screen where the 'Left Path' splits into an upper and lower path, and take the upper path now.

You'll now be in a swampy area. Get used to it, as you may spend alot more time here, because it's well known to be the best training area for Exp/AP. First walk the lower/right path to reach the chest holding a Magic Source, then take the upper/left path and Cloud will go through the swamp. From here, grab the Remedy from the other chest and exit the screen by the north. Note: The Magic Pot enemies in this area can only be damaged if you feed them an Elixir first. It's worth it beating them. If you encounter 3 jumping balls, try and morph them, but definitely defeat them. They give alot of AP.

Here, take the left/upper path first and walk your way to the green materia, which is the Shield Materia. From that spot, walk more down to the left and Cloud will go through the swamp again, reaching the chest with an Imperial Guard. (Note: going south from this chest will lead to the right side of the screen). The other chest on the upper left holds a Vaccine. Now walk all the way to the right of the screen to grab a Hero Drink from the chest. All that's left now is to exit the screen by the right.

In the next room, grab the Counter Materia from the bright light. (Note: This is not the same as the 'Counter attack' Materia. This Counter Materia is a support materia which will counter with any paired command (yellow) materia. Also grab the W-Magic Materia, which is slightly difficult to spot, but is to the north of the bright light. Look for a little orb (as usual, duh). Exit the screen by the left.

You'll be back in the bottom of the crater. You can now finally grab the Luck Source from the chest here. Then move to the left and your party members will meet you here. Talk to them and if you followed all above instructions, you should get the following:

You'll receive the following items if you followed this guide.]

Tifa: 'Mythril' (this is a typo = Mystile)

Cid: Imperial Guard Barret: Vaccine

Red XIII: Shield Materia Yuffie: (Command) Counter

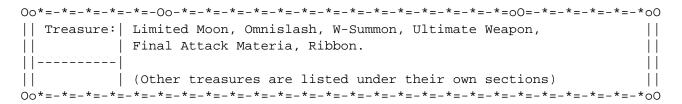
First of all, castrate Barret since he decided to pick up a junky Vaccine instead of the W-Magic Materia, then decide whether you want to go ahead (and castrate Sephiroth too), or climb back out of the crater to do a whopping load of awesome stuff. I suggest you do the latter. I wouldn't put the save game here personally, because you can't really get around the crater easily from here.



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Final Fantasy VII Guide - Walkthrough

Doing the last optional things



There's alot of stuff to do, so here's a small list of things you can do, provided you haven't already done it before (for example, in sections {30}, {33} or {35}).

- o You can breed chocobos and race with them. Lots of goodies can be gotten this way. Refer to sections {M1.4} & {M2}.
- o You can get Red XIII's Ultimate Weapon Limited Moon from Bugenhagen. You can also check out the backroom from the Item Shop (if you haven't already).
- o You can beat Ultimate Weapon (if you haven't already).
- o You can visit the Ancient Forest (after beating Ultimate Weapon OR Chocobo Breeding).
- o You can check a hidden scene at the Shinra Mansion, in the library (if you haven't already).
 - Fighting Ultimate Weapon nets you Clouds Ultimate Weapon, the Ultima Weapon. No need to be confused: This video shows you the last fight against Ultimate Weapon.
- o You can beat Emerald Weapon and (after Ultimate Weapon one random battle) also Ruby Weapon. Along with this, you can complete the Kalm Traveller Quest.
- o You can do the special battle in the Gold Saucer Battle Square, but only if you have gotten AND learned Omnislash, gotten Ultimate Weapon, and also gotten W-Summon from the prize list there. If you win the special battle, you'll receive the Final Attack Materia. If you win it 10 times, you'll receive a Ribbon.
- o There's more, but you'll probably have done most of it already. Read the other subsections for more information. Everything is explained there.



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Final Fantasy VII Guide - Walkthrough

The Final Fights of this Fantasy

Try to have at least 3 Ribbons before you proceed. Morph Master Tonberry in 1, or if you want to go out of the crater, Ho-Chu (battle #2 Special Battle in the Battle Square).

When you're absolutely sure you want to finish the game, move on. Go on, do it.

Hop to the center of the crater and kick Jenova's and Sephiroth's butts.

You'll have to step from stone to stone, facing Dragon Zombie and Iron Man frequently. Both are enemies far stronger than average, but the Dragon Zombie is undead and can be disposed of easily with White Wind or other healing items. Aqualung works well on Iron Man.

When you get to the center, you'll have to fight Jenova Synthesis.

This fight against Jenova can be very easy, providing you've grabbed at least a few Ultimate Weapons. If you haven't you'll have to rely more on defensive spells, and be especially careful for her Ultima.

Name: Jenova*SYNTHESIS (Level 61) HP: 60000 (10000 & 8000 for the Arms)	Nullifies: Earth, Gravity Absorbs: Poison	
MP: 600 Exp: 60000	Status Effect Weaknesses:	
AP: 500	Darkness	
Gil: 0		
Drops:		
Steal:		
Morph:	'	
Attacks: Absorb [1 Enemy, Mag Atk, 1357.5 Base Damage, Can inflict Sadness];		
Repeating Slap [1 Enemy, Phys Atk, 2325 Base Damage, Can inflict Fury]; Bio2		
[1/All Enemies, Mag Atk, Cost=36MP, Poison Element, 1425.375 Base Damage, Can		
<pre> inflict Poison]; Cure3 [1 Ally, Mag Atk, 3946 Base Healing]; Stop [1 Enemy,</pre>		
Mag Atk, Cost=34MP, Can inflict Stop]; Ultima [All Enemies, Mag Atk,		
Cost=130MP, 7126.875 Base Damage, Used only after countdown]; Right Hand		
Revived Revives Right Arm]; Left Hand Revived [Revives Left Arm]		
Strategy: This is a surprisingly easy battle, so take your time to enjoy the		
music that's playing. Her attacks are pathetic with the exception of Ultima,		
which comes only after a countdown of 5. Pummel her with your strongest magic		
and summons, or strong physical attacks. If you use Knights of the Round on		
her, Sephiroth will get a large boost in HP It's all up to you. If she		
manages to cast Ultima, you're not rewarded	d with any experience.	
'		



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After the battle, you'll get to the real bottom of the crater, where Sephiroth resides. You're given time to better equip your party members.

I suggest that you give your main party the best you've got, even if you're divided into more parties (don't use the others). Mystile as armor is great, and Ribbon as accessory is pretty much a must-have. Ziedrich as armor also works if you're out of Mystiles. Give your characters the best materia you have and you should be fine. Let's bring this on, Sephy boy!

Equip your characters with Mystile armors, and Ribbon accessories. Ultimate Weapons help big time as usual, but otherwise Summons can inflict a great deal of damage as well. First kill Bizarro's body parts off, after which you can destroy it's core (which heals Bizarro's main body). With the core out of the way, finish it off.

|Name: Bizarro*Sephiroth (Level 61) |Nullifies: Gravity HP: 60000 |-----| MP: 400 |Status Effect Weaknesses: Exp: 0 AP: 0 Gil: 0 Drops: ---Steal: ---|Morph: ---Attacks: Sephiroth Shock [1 Enemy, Phys Atk, 2131.25]; Aurora Fence [All Enemies, Mag Atk, 1252 Base Healing, Removes all status effects]; Bolt3 [1 Enemy, Mag Atk, Cost=52MP, Lightning Element, 4920 Base Damage]; Quake3 [1 Enemy, Mag Atk, Cost=68MP, Earth Element, 5381.25 Base Damage]; Stigma [All Enemies, Mag Atk, 2152.5 Base Damage, Causes 100% Poison & Slow]; Heartless Angel [1 Enemy, Phys Atk, Damage = (Target's HP-1)]; Ice3 [1 Enemy, Mag Atk, Cost=52MP, Ice Element, 4920 Base Damage]; Fire3 [1 Enemy, Mag Atk, Fire Element, 4920 Base Damage]; Demi3 [1 Enemy, Mag Atk, Cost=48MP, Gravity Element, Damage = HP * 3/4]; Bizarro Enegy [1 Ally, Mag Atk, 6744 Base Healing] Main Body's Max HP = 40000 5000 * No. of Characters at L99 60000 if Knights of Round was used on Jenova*SYNTHESIS 250 * No. of Characters at L99 Head's Max HP = 2000 Core's Max HP = 10000 1250 * No. of Characters at L99 Right Mgc's Max HP = 4000 500 * No. of Characters at L99 Left Mgc's Max HP = 4000500 * No. of Characters at L99 _____ Strategy: For the HP values of the other parts, you can check the above, but it may or may not interest you. Either way, this fight is more difficult than the last. To win the battle, you must beat the Main Body. It may be useful to have the Targets available in this battle [SELECT]. However, the Core will heal the Main Body for about 7k, and finally, the Core is Immune from damage when the Right and Left arms (called Magics) are alive. So, here's what you do: Kill off the Left and Right Arms, then throw everything on the Core by using your strongest multi-hitting attacks, then just aim for the Main Body with your strongest attacks. Keep your defense up, heal (with White Wind, this also cures status effects should you have them) and this battle is over! If you're facing him with more parties, you can switch whenever a part dies, but you really don't need to bother.



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Right after this battle, you get to face ..

The team has come to the final battle of this fantasy. Feel free to use everything in your power to defeat Sephiroth, use Megalixirs, Hero Drinks (greatly boosts stats) and anything you deem necessary. Limit Breaks and Summons work wonders, as do Ultimate Weapons.

Name: Safer Sephiroth (Level 87) |Nullifies: Earth, Gravity HP: 80000 |-----| MP: 680 (cannot be depleted) |Status Effect Weaknesses: |Slow, Darkness Exp: 0 AP: 0 |Gil: 0 |Drops: ---Steal: ---Morph: ---Attacks: (Base Damages are for Safer Sephiroth at Maximum Power) Wing Slash [1 Enemy, Phys Atk, 10389 Base Damage, Causes 100% Paralyzed & Darkness]; Deen [All Enemies, Mag Atk, 2128.125 Base Damage]; Wall [1 Ally, Mag Atk, Cost=58MP, Causes 100% Barrier MBarrier]; Pale Horse [1 Enemy, Mag Atk, 2979.375 Base Damage, Causes 100% Sadness, Frog, Small]; Shadow Flare [1 Enemy, Mag Atk, Cost=100MP, 10640.625 Base Damage]; DeSpell [1/All Enemies, Mag Atk, Cost=20MP, Despells]; Heartless Angel [1 Enemy, Phys Atk, Damage = (Target's HP-1)]; Break [1 Enemy, Mag Atk, Cost=86MP, Earth Element, 8512.5 Base Damage, Can inflict Petrify]; Super Nova [All Enemies, Mag Atk, Damage = Target's HP * 15/16, Can inflict Confusion, Silence, Slow] ______ 30,000 Max HP, 2 Att, 20 Def, 5 MAt, 16 MDf per character at L99 80,000 Max HP if you cast Knights of Round on Jenova*SYNTHESIS At maximum power, Safer*Sephiroth will have: 400,000 Max HP, 246 Att, 260 Def, 140 MAt, 308 MDf _____ Strategy: Again, Safer Sephiroth also gains some stats as can be seen above. He will start the battle with Wall. You will start the battle with a De-spell, followed by a Big Guard, followed by casting Slow and Darkness (use Ink) on him. Many of his attacks cause various bad status effects, but if you have Ribbons equipped at least that is out of the way. His ultimate attack, Super Nova, is powerful though can't kill you (it works like Demi, except with 15/16 of your HP). A Megalixir should counter this. When he casts DeSpell, you can cast Big Guard again if you want. Pummel him with your strongest spells, summons, physical attacks. Throw weapons at him, use up all your gil with Coin it's all allowed, since you won't have any other use for it. You could also cast Knights of the Round and put him straight to the grave.

After this fight, one more fight will occur, but you can't lose. I, for one, really like that battle, but it's not like you didn't notice by my name...;)

ENJOY THE ENDING, FOLKS! You've EARNED it!

This is the ending to Final Fantasy VII. Naturally, only watch if you want to be spoiled or re-live the ending once



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more.



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Characters and Storyline

Again, I feel I must WARN you. This section contains SPOILERS!

This section describes the stories of the characters in Final Fantasy 7. You can see this as a Character Bios and Story Analysis both. Due to the fact that the story is listed by character, this hopefully makes it easy to understand.

As for the stats and the % that are in the tables, you may wonder how this was derived from the game. Without going in the mechanics with too much specifics, it suffices to say that I took the min/max marges for the stats, calculated the average of the stat when looking at all 9 characters, and then checked how much the characters differed from that average. Real simple, real effective.

The indications (Low, High, Average) are different for HP/MP, and stats. For example, 5% is what I consider Very High for HP/MP, but only 10% will qualify as Very High for stats. This is done to give a better, quick reflection.

This only resembles natural stat growth. Stat maxing is a whole league apart.



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Final Fantasy VII Guide - Playable Characters

Cloud Strife

Cloud's Last Name: Character Data:

Job: Mercenary

Birthplace: Nibelheim

Bloodtype: AB

I always found that the main FF7 characters had a (ex-member of SOLDIER) | last name that suited their character, or major Age: 21 | events they had gone through. 'Strife' just may
Weapon: Sword | refer to 'strife': Cloud is pretty much in conflict
Height: 173 cm (5'7") | with himself and his identity. The truth is some-Birthdate: August 19 | where in his mind, but first he must solve this conflict.

In-battle/Stat-wise: Summary:

HP: High (3.1%) MP: Magic: Very High (10.1%) can use him as a fighter or magic user both. Spirit: Above Avg (4%)

High (3.1%) | Cloud is an extremely balanced character, and he High (3.5%) | is in fact outstanding on all aspects when it Strength: Very High (13.5%) | comes down to stats. Since Cloud is almost Vitality: High (8.5%) | always in your party, this is a good thing. You

Dexterity: Below Avg (-3.4%) | Cloud is best put in the front row, to ensure Luck: Average (0%) | solid physical attack power. His defense along ------ good enough to take a few blows.

Storyline:

Cloud Strife is the main character of Final Fantasy VII. Cloud was born in Nibelheim, where he grew up with Tifa. He grew up rather isolated from the other children in Nibelheim, including Tifa. Cloud felt himself better than them, although he did longe for friendship. When Tifa and the other children tried to climb Mt. Nibel, Cloud was the only one to come for her. He also makes the promise to Tifa that he will come for her when he is strong and when he is the number one SOLDIER in Shinra, just like Sephiroth.

Cloud never made it in SOLDIER. Instead, he became a normal Shinra guard. An important assignment is the one where he must investigate a problem at the Nibelheim Mako Reactor. At first, the player of the game is told that it was Cloud who accompanied Sephiroth. Later in the game, Cloud's role appears to have been much less prominent, when is revealed that it was actually Zack and Sephiroth who were the leading roles during the Nibelheim incident. Cloud was one of the normal Shinra guards, so he did see everything that happened.

Upon reaching the reactor, Sephiroth finds out about Hojo's failed experiments, which were about infusing SOLDIERS with Mako and Jenova Cells. Sephiroth goes on a rampage and burns Nibelheim, killing both Cloud and Tifa's parents. Tifa's father is killed in the reactor, after which Tifa gets wounded by Sephiroth. By then, Zack is also already wounded by Sephiroth, and it looks like all hope is lost. But then Cloud comes for her, and in a fight with Sephiroth he somehow manages to survive Sephiroth's stab, and he throws Sephiroth into bottoms of the reactor, essentially the Lifestream.

After this, both wounded Cloud and Zack were brought to the Shinra Mansion, and Professor Hojo from Shinra



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started horrible experiments on them, putting them in the Mako tubes. Fortunately, Zack finds himself strong enough (after a long time) to escape from the tube, and he frees Cloud. They set off to Midgar, on the run for Shinra. Close to Midgar, Zack dies by an overwhelming power of Shinra grunts. Cloud is left for dead. Cloud manages to get himself to Midgar, grabbing Zack's Buster Sword. Tifa finds him, and the story of FFVII begins.

It turns out that Cloud suffers from a mixture of amnesia and mind control. Because Cloud has had enormous amounts of Mako infused cells, along with Jenova Cells, Sephiroth can control Cloud sometimes. The voices inside Cloud's head are in fact no one else than the real Cloud, who remembers how everything went in the past.



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Final Fantasy VII Guide - Playable Characters

Barret Wallace

Character Data:		Barret's Last Name:
Job: Lea	der of AVALANCHE	'Wallace' always reminded me of the Scottish
Age: 35		leader of the resistance, William Wallace,
Weapon: Gun	ı-Arm	who opposed the British and fought for the
Height: 197	cm (6'4")	freedom of Scotland. In terms of FF7, the
Birthdate: Dec	ember 15	only resemblance I see is the most obvious:
Birthplace: Cor	el Village	Barret also leads a resistance group named
Bloodtype: O		AVALANCHE, which opposes Shinra.

<pre>In-battle/Stat-wise:</pre>		Stat-wise:	Summary:
	HP:	Very High (8.5%)	Barret is your common, everyday physical
	MP:	Very Low (-8.9%)	fighter: Slow, very strong at physical
	Strength:	Very High (11.4%)	attacks, very high physical defense, and low
	Vitality:	Very High (15.5%)	magic stats.
	Magic:	Very Low (-9.4%)	
	Spirit:	Low (-7.8%)	Many of Barret's weapons (all his guns) are
	Dexterity:	Very Low (-16.7%)	Long-Range. Make sure to put him in the
	Luck:	Below Average (-7.8%)	backrow: He'll do full damage, and take half
		i	the damage from physical attacks.

Storyline:

Barret grew up in the coal mining village Corel. Everything was at peace, until one day Shinra company wanted to build a make reactor. Barret was one of the people negotiating about it, and he didn't see the cons of the project.. yet. His best friend Dyne on the other hand, was all against it. When the reactor was built, anti-Shinra terrorists (also known as AVALANCHE) attacked the reactor. Shinra's countermeasure was to burn Corel to the ground, killing many innocents.

Barret and Dyne saw the village burn from a distance, and on their return they were attacked by Scarlet and Shinra troops. In the process, both Barret and Dyne lost their arm. Dyne fell from a cliff and Barret thought he was dead. Barret later replaced his lost arm with a prosthetic gun arm. He also adopted Marlene, the daughter of Dyne, who was still alive.

Barret becomes the leader of the second incarnation of AVALANCHE, swearing revenge on Shinra. During the game, Barret's character changes somewhat when he realizes that he doesn't get his family back with revenge.



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Final Fantasy VII Guide - Playable Characters

Tifa Lockheart

Character Data: Tifa's Last Name:

Bar Hostess

Birthplace: Nibelheim

Bloodtype: B

I always thought that 'Lockheart' was pointing (and AVALANCHE member) | subtle to the fact Tifa had been locking some Age: 20 | secrets about Cloud, deep away in her heart.
Weapon: Glove | Secrets, such as she loves him, such as she doesn't Weapon: Glove \mid Secrets, such as she loves him, such as she doesn Height: 167 cm (5'4") \mid tell anyone how the incident in Nibelheim really Birthdate: May 3 | went (although she is confused about it at first).

In-battle/Stat-wise: Summary:

HP: Below Avg (-2.1%) | Tifa at first sight seems a rather mediocre MP: Below Avg (-2.7) | character when it comes down to stats. She is Strength: High (6.25%) | obviously a speedy powerhouse, while she does Vitality: Below Avg (-4.4%) | not fall into either the catagory of magician

Magic: Below Avg (-4.9%) or fighter. Spirit: Average (0%) Dexterity: Very High (11.4%) | Tifa is probably best put in the front row;

Luck: Above Avg (3.9%) | Seeing how Strength is her main talent, you -----' wouldn't want to cut that power in half.

Storyline:

Tifa grew up in Nibelheim as Cloud's neighbor. Because of circumstances, they never really got close. When Tifa's mom died when Tifa was 8 years old, Tifa went looking for her through Mount Nibel, believing her spirit passed though. Cloud was the only one who came for her, but it results in both of them falling down a bridge. Tifa went into a coma for week. Cloud got the blame for the accident by Tifa's father, and their relationship remained distant.

When Cloud was 14 he asked Tifa to come to the well one night, He told Tifa about his plans of becoming a SOLDIER. Tifa was surprised and disappointed both and she asked him to promise that he would come for her if she ever was in trouble.

After Cloud left, Tifa started to wonder about Cloud, even though they never really were close. She began reading newspapers looking for a story about Cloud.

When Tifa was 15, she was the guide for a group of Shinra SOLDIERs who were sent to inspect the reactor in Mount Nibelheim, where an incident had happened. This group consisted of Sephiroth, Zack, and two Shinra grunts. Tifa didn't know that Cloud was in fact one of these grunts. Cloud, in shame, did not reveal his identity to her.

Sephiroth discovers several disturbing things about his past, and he burns Nibelheim to the ground. He also kills Tifa's father in the reactor. Tifa also rushes to the reactor, but gets seriously injured by Sephiroth. Cloud then comes to the rescue, laying her on a safer spot, after which he confronts Sephiroth. He gets stabbed, though with all his strength he slams him in the depths of the reactor (the lifestream). Tifa is then rescued by her martial arts teacher



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Zangan, who brings her to Midgar where he leaves her with a doctor.

In Midgar, Tifa recovers from her injury and sets up the bar '7th Heaven'. She meets Barret here, who she joins AVALANCHE with so she can get revenge on Shinra.

Shortly before the game begins, Tifa finds a rather sick and confused Cloud at the train station. It's the first time she has seen him in 7 years, although Cloud tells her it's only been 5 (Cloud remembers the whole Nibelheim incident vaguely, while Tifa doesn't know he had been there). Tifa quickly found out there were many things Cloud couldn't have known, so she offered him the job at AVALANCHE just to get more time to figure out the mysteries behind Cloud, and also, of course, to look after him.



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Final Fantasy VII Guide - Playable Characters

Aeris Gainsborough

Aeris' Last Name: Character Data:

Age: 22

Birthdate: February 7 Birthplace: Unknown

Bloodtype: 0

Flower Merchant | Thomas Gainsborough was is a famous painter from the 18th century. However, I can't see a clear Weapon: Rod | connection with Aeris Height: 163 cm (5'3") | far-fetched theories. connection with Aeris here, other than a few too

In-battle/Stat-wise: Summary:

-----. -----Low (-4.4%) | Aeris is a magic user, deep from the heart.

Dexterity: Very Low (-10.1%)

MP: Very High (14.2%) | Her MP and Magic stats are high, and her HP and Strength: Very Low (-14.2%) \mid physical strength and defense lack. She is Vitality: Low (-6.8%) | somewhat slower than the rest. She is a great Magic: Very High (11.2%) | healer, and her Limit Breaks are all of a Spirit: High (6.7%) | supporting kind.

Luck: Above Avg (3.9%) | Aeris is best put in the back-row. She should -----' using magic, which hits for full damage.

Storyline:

Aeris is a flowergirl in the Midgar Slums. She lives with her adoptive mother, Elmyra Gainsborough. Her real mother, Ifalna, was the last surviving Ancient of the planet. She left her daughter the White Materia, which Aeris doesn't know how to use for a long time. Her father is Professor Gast, who found Ifalna in Icicle Inn.

Hojo had Professor Gast shot and Elmyra and Aeris taken to the Shinra HQ. It was seven years later they escaped, but they didn't get far. At the train station of sector 5, where Elmyra was waiting for her man to return from the war with Wutai. Instead she found Aeris and her wounded mother.

Five years before the start of the game, Aeris meets Zack and they fall in love with each other. It is unknown how long they've dated, but it was a quite serious relationship.

In Midgar, Aeris is often pursued by the Turks. One day, Cloud crashed down the roof of the church, and helps Aeris escape. This gets the two involved in the adventure you know as Final Fantasy 7.



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Final Fantasy VII Guide - Playable Characters

Red XIII (Nanaki)

Character	Data:	RedXIII's	Name:
	:		

Job: Age: Weapon:

Bloodtype: Unknown

The name 'RedXIII' is actually only a codename that 48 (15 or 16) | was given to him by Professor Hojo. RedXIII's real Weapon: Head-dress | name is Nanaki, although the official FF7 name Height: 120 cm (3'9") | in-game stays RedXIII initially. There's no last Birthdate: Unknown | name here, so there's also no theory here. And I'm Birthplace: Cosmo Canyon | sure you know how Hojo came to 'Red' and 'XIII'...

In-battle/Stat-wise: Summary: -----. -----

MP: Vitality: Above Avg (3.8%)

Dexterity: Very High (22.8%) | attacks.

Luck: Below Avg (-3.9%)

High (3.4%) RedXIII is a very speedy, balanced character. MP: Average (-1%) | He's the fastest character, and all his other Strength: Average (0%) | stats are all around the average.

Magic: Below Avg (-2.7%) | I suggest putting RedXIII in the front row, so Spirit: Average (0%) | he can also deal good damage with physical

Storyline:

RedXIII is a powerful beast with the ability to speak. His real name is Nanaki, and RedXIII is just the name Hojo gave him. Hojo attempted to mate RedXIII with Aeris, seeing how 'both are endangered species'.

RedXIII is the oldest member of the party with his 48 years old, but he is only an adolescent because he ages very slowly. His species can become over 500 years old, in fact RedXIII lives at least 548 years..:)

RedXIII believed that his father, Seto, was a coward when his tribe was at war with the Gi Tribe. At Cosmo Canyon, RedXIII discovers that Seto didn't ran away but actually fought with his life to protect his family, until the spears turned him to stone.

Bugenhagen is an important figure in RedXIII's life. He even refers to him as his grandfather.



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Final Fantasy VII Guide - Playable Characters

Cait Sith

Character Data:		Cait Sith's Name:
		,
Job:	Toysaurus	Seeing how Cait Sith is only a toy, under control
Age:	Unknown	by Reeve, that already explains enough. Cait kind
Weapon:	Megaphone	of resembles 'cat', and Sith the traitorous act(s).
Height:	100 cm (3'2")	
Birthdate:	Unknown	
Birthplace:	Unknown	
Bloodtype:	N/A	
		ı

<pre>In-battle/Stat-wise:</pre>		Summary:
HP:	Average (-0.1%)	Cait Sith is actually an avid magic user. His
MP:	Average (-1%)	physical stats lack somewhat, and his magic
Strength:	Average (6.4%)	stats make up for that.
Vitality:	Low (-9.1%)	
Magic:	Above Avg (2.8%)	Cait Sith is probably best put in the back row.
Spirit:	Above Avg (4%)	He has rather low physical defense, so putting
Dexterity:	Very Low (-10.1%)	him there is an excellent countermeasure. If
Luck:	Below Avg (-3.9%)	you use Cait Sith as a Magic user, then this
		doesn't even affect his power.

Storyline:

Cait Sith rides/sits on a large moogle. Cait Sith is actually 'only' a toy cat, which is under the control of Reeve, one of the top Shinra characters.

Cait Sith joins the party in the Gold Saucer. He 'sacrifices' himself at the Temple of the Ancients, but a new version quickly shows up.

He's basically the 'black sheep' of the party, seeing how he betrays the party on several occasions. In the end he proves to be a useful and powerful ally.



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Final Fantasy VII Guide - Playable Characters

Cid Highwind

Character Data: Cid's Last Name: -----.

Age: 32

Bloodtype: B

Pilot | This is an easy one. Highwind refers not only to the Airship (and that is likely the other way Weapon: Spear | around), but to Cid's ambitions to someday fly to Height: 178 cm (5'8") | the ends of the universe. To fly high, so to speak. Birthdate: February 22 | His final Limit Break is also called Highwind, due Birthplace: Unknown | to the airship being involved.

In-battle/Stat-wise: Summary: -----, ------

MP: Magic: Low (-8.3%)
Spirit: High (6.8%) Dexterity: Low (-5.1%) Luck: Low (-7.8%)

Average (0%) | Cid is belongs to the Dragoon class, sort of. Not Low (-5.8%) | only his limit breaks suggest this, but his stats Strength: Above Avg (1.7%) | seem to lean more to the physical side. Cid does Vitality: High (9.7%) | have a high Spirit stat, so his defense is good | versus magic. Magic isn't Cid's strongest point, and he's a tad slower than the rest.

| Cid is best put in the front row to ensure solid

-----' physical damage.

Storyline:

Cid dreamt of flying to outer space since his childhood. He had an opportunity when the Shinra Space Program was initiated, however Cid had to cancel the launch because of Shera, who was repairing a malfunctioning tank. Cid always held this grudge against Shera, while Shera actually loves Cid very much. She has devoted her life to him, pretty much.

Cid is the single most swearing character in FF7, even more so than Barret. Cid looks and acts tough, smoking a cig after each battle. But is heart is in the right place. He has a passion for flying and he's also the captain of the Highwind. He also becomes the party leader for a while during Cloud's absence.



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Final Fantasy VII Guide - Playable Characters

Yuffie Kisaragi

Character Data: Yuffie's Last Name:

Age: 16

Weapon:

Origami (for throwing) | does wear some, it just happens to be

Height: Birthdate: November 20

Birthplace: Wutai

Bloodtype: A

Materia Hunter, Ninja | 'Kisaragi' means 'wear more clothes' in | Kanji. Admittedly, Yuffie doesn't wear all Knife, Boomerang, | that much clothing for her age (or she

160 cm (5'2") | revealing, and her pants are unbuttoned..)

In-battle/Stat-wise: Summary:

HP: Below Avg (-2.5%) | Yuffie is a very balanced character. She may be MP: Magic:

Below Avg (-3.8%) | a bit below average on the main stats, but it's Strength: Below Avg (-1.7%) | never a really low spike. She is on the other Vitality: Below Avg (-4.4%) | hand a very quick little ninja which makes up Below Avg (-1.6%) | for the rather average stats. She also seems to Spirit: Below Avg (3.5%) | have good luck on her side. Remember, however, Dexterity: Very High (21.3%) | that Luck only results in more critical hits and Luck: Very High (11.8%) better evasion; NOT better stealing.

------ the contract of the con back row.

Storyline:

Yuffie is a ninja, and a so called materia hunter. She can easily be described as a thief. Her hometown is Wutai, which was at war with Shinra before the game started. Her father Godo is the leader of Wutai.

Yuffie can be encountered in forest on the worldmap. She can actually steal money from you if you do something wrong in the dialog.. but she can join you. Yuffie also suffers from motion sickness.



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Final Fantasy VII Guide - Playable Characters

Vincent Valentine

Character Data:		Vincent's Last Name:
		,
Job:	Unemployed	His last name clearly refers to a very important
Age:	27	event in his life. Vincent's story in FF7 pretty much
Weapon:	Gun	revolves his love for Lucretia, which ended up with
Height:	184 cm	Vincent getting shot and experimented on by Hojo.
Birthdate:	October 13	
Birthplace:	Unknown	
Bloodtype:	Α	
		ı

<pre>In-battle/Stat-wise:</pre>		Summary:	
HP:	Very Low (-5.2%)	Besides HP, MP, and Strength, Vincent is the	
MP:	High (4.6%)	same as Cait Sith. Vincent is a magic user,	
Strength:	Very Low (-11%)	only second to Aeris.	
Vitality:	Low (-9.1%)		
Magic:	Above Avg (2.8%)	Vincent should always be in the backrow no	
Spirit:	Above Avg (4%)	matter your (good) strategy. All his weapons	
Dexterity	: Very Low (-10.1%)	are long-range, plus Vincent's a magic user.	
Luck:	Below Avg (-3.9%)		

Storyline:

Vincent was a Turk, working for Shinra 30 years before the start of the game. He was assigned to the Jenova Project. During this time, it was that he fell in love with a scientist named Lucretia.

His love was not returned, and Lucretia got into a relationship with Hojo. After she got pregnant (of Sephiroth), Hojo used their child to experiment on.

Vincent wanted to put an end to this but got shot by Hojo, after which he was experimented on by, who else, Hojo. When Vincent awoke, he felt like he had to pay for his sin, and he locked himself in a coffin.

His body doesn't age. Therefore, Vincent's real age is in fact 57 during FF7.